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THE ULTIMATE GAMES MAGAZINE

MANIA

**PREVIEWS**

**ALL SYSTEMS  
COVERED**



**UK NEWS**

**JAPANESE NEWS**

**USA NEWS**

**ALL THE NEWS**

**LATEST**



**REVIEWS  
CHARTS**

**THE**  
INDEPENDENT  
COMPUTER GAMES  
MAGAZINE



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# NIGEL MANSELL'S WORLD CHAMPIONSHIP

The most exciting racing driver in the world has teamed up with the greatest racing game producers to bring you the definitive Grand Prix experience.

- Race the full 1992 season in the superb Canon Williams Renault F1 car.
- Real time coaching from Nigel Mansell himself.

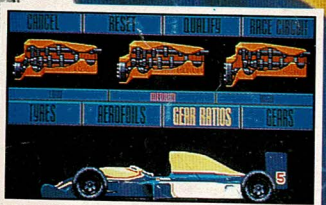
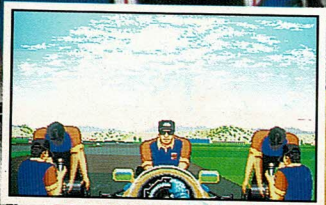
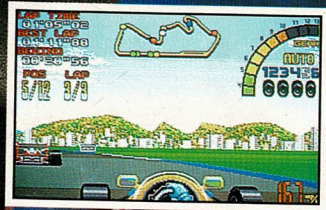
• Experiment with the cars set up to achieve maximum performance for each of the 16 race circuits.

• Fast and furious race action with actual Renault F1 engine sound FX and superb detailed graphics.

**THE REALISM OF THE  
RACETRACK....**

**THE POWER AND THE  
GLORY!**

**RENAULT F1**



Screenshots from Amiga version

**FORMULA 1  
WORLD  
CHAMPIONSHIP**

Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street,  
Sheffield S1 4FS, Tel: 0742 753423.



## BECOME A GRAND PRIX LEGEND IN A RACE FOR THE TITLE OF WORLD CHAMPION

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# THE BOSS AND HIS TEAM!

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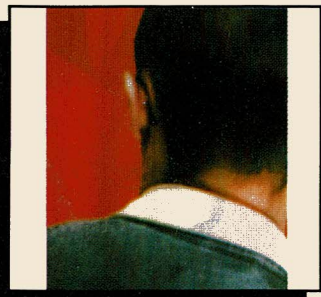
Adrian Lisle, Editor



Alex Lisle, Robobrain



Lee Ford, Reviewer



Motorhead, Motorhead



Martin Betts, Reviewer





## Zool heads for arcades

A MAJOR alliance has been forged between Gremlin Graphics, creators of the best selling Zool-Ninja of the Nth Dimension, and Bell-Fruit Manufacturing, a leader in coin-operation amusement and gaming equipment.

They announced at the January Amusement Trades Exhibition at Earls Court one of the most exciting developments in recent years, that they have combined to produce a new version of the number one selling game based on Zool, the Ninja of the Nth Dimension.

Zool, encased in its own customised cabinets, will hit the streets during the summer of '93, and it will closely resemble its home-computer counterpart in both playability and style.

The arcade game will have a wealth of additional features and take place over amazingly 100 levels.

## WRAPS ARE OFF NEW SUPERDECK

Hornby unveiled last week a new adaptor that lets 8 bit NES games run on 16 bit SNES. This new prototype called Superdeck was unveiled at the British Toy and Hobby Fair in London last week. It fits into the top of the SNES like a typical adaptor, but unlike other adapters it has four slots. This is to run UK SNES, import SNES (ie Japanese and US), UK NES and US NES games. You choose on a general menu which format you want. This adaptor should be on the market by June, priced at £30 to £40.

Below is a brief list of some of the top-rated bestselling games on the NES which will almost certainly never see the light of day

as 16 bit releases: Super Mario Brothers 1, 2 and 3; Mega Man 1, 2 and 3; Chip 'n' Dale (Rescue Rangers); Castlevania 1, 2 and 3; Low G Man; Gauntlet 2; Dizzy; Snake Rattle and Roll; Rainbow Islands; Boulderdash; Solar Jetman; NES Open Golf; Battle of Olympus; Solstice; New Zealand Story.

These superb titles (and there are many more examples) are the strongest reasons a game junkie will have for buying the Superdeck for his/her NES. Several of the above are already on sale at £24.99 or even less.

Other good news is that if you have a Game Genie you can use it on the adaptor.

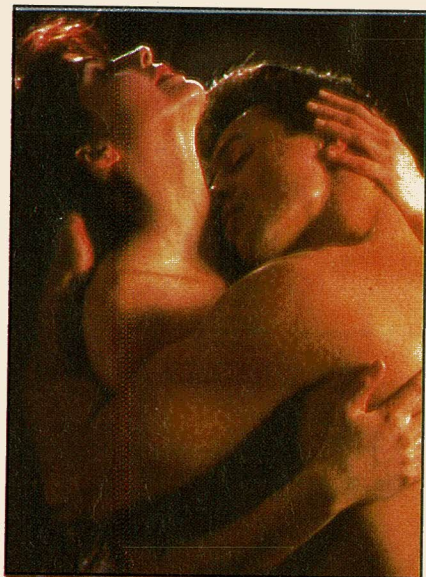


## BEST SELLER'S EDIT OPTION . . .

### Lover's Guide

THIS hugely influential product — one of the best selling videos ever, is being adapted and enhanced for Multimedia CD-ROM Platforms by Supervision, the new subsidiary of Waddington Games Ltd. Combining the material and footage from the video with entertaining and well researched psychometric tests you will be able to enhance your relationship with your partner, test your compatibility and even edit the programme to allow you to use it as an educational product for your children. Lovers Guide is a sensitive and well researched guide to sex, desire and communication.

The planned formats are CD ROM, MPC and Apple Mac which will be available June '93, and CD-I available October '93.





# SHOPPING WILL NEVER BE THE SAME



A NEW computer game is ready to mount a serious challenge on Super Mario and Sonic the Hedgehog — all with the help of the weekly groceries.

The hand-held Barcode Battler boasts the computerland heroes and villains in a fight through five light worlds for a showdown with evil Emperor Boss.

But the difference is that players will be able to boost their scores by zapping barcodes on consumer goods before sitting down to play.

The tiny lines that record sales and prices at tills convert into points to enhance attacking power, defensive strength and life energy.

Players simply cut out the code, tape it to a card and slide it into a scanner.

At £40 a set, the hi-tech wizardry is modestly priced by computer game standards and does not require more software.

The game itself has already taken off in Japan where sales of one brand of noodle went into orbit when youngsters found its barcode produced a huge score.

Barcode Battler is on show at this year's British Toy Fair at Earl's Court in London, but doesn't hit the shops until May.

Instructions point out codes on coloured or thick card may need to be photocopied.

Heinz Baked Beans, Wall's Pork and Beef Sausages and Whiskas Catfood were among those that registered "nil points" — as they say in Norway.

A survey reveals that Kellogg's Cornflakes are the greatest force for galactic food since Captain Kirk.

Kodak Gold Film and Andrex toilet rolls also emerged as valuable allies.

Maker TOMY has seen sales soar past one million since launching the game in Japan 18 months ago.

Product manager Tina de Souza was quick to reassure parents worried about soaring grocery bills to

## BARCODE

## BATTLER

## TIPPED TO

## TAKE TOY

## SHOPS BY

## STORM!



satisfy the needs of their computer addict offspring.

She insisted it was not essential to go out and buy extra products to play the game.

"It is not necessary, you can play the game with the barcodes which come with it," she said. "Let's face it, every house is full of barcodes anyway."

### HOW THE CODES SCORE

The game works by translating the numbers on barcodes to energy, attack and defence points.

**Kellogg's cornflakes:** Energy: 40,000. Attack: 7,500. Defence: 7,100.

**Andrew four-roll pack:** Energy: 39,100. Attack: 6,600. Defence: 10,700.

**Butterfly can-opener:** Energy: 31,200. Attack: 10,700. Defence: 9,700.

**Fuji video cassette:** Energy: 4,100. Attack: 900. Defence: 1,200.

**Vidal Sassoon Wash 'n' Go shampoo-conditioner:** Energy: 10,400. Attack: 7,900. Defence: 1,000.

**Pint of milk (Safeway's):** Energy: 4,900. Attack: 11,400. Defence: 6,700.

**Kodak Gold 135-36 exp colour film:** Energy: 40,000. Attack: 7,500. Defence: 7,300.

## NEWS IN BRIEF

### Warehouse clubs war

THIS year a new style of retailing will hit the UK, offering all types of cut price goods including computers and leisure software. A Seattle based operator called Costco has applied for planning consent to build 120,000 sq ft warehouse at Trafford Park in Manchester. This is its first European venture to open a warehouse club, the fastest growing retail format in America. For a small annual membership fee, individuals and businesses pay close to cost price for products bought in bulk.

Warehouses accept few credit cards, do little advertising and keep store development costs to a minimum. Stock items are just stacked on pallets.

A typical warehouse price that we could see might be £588.50 rather than £749 on IBM's PS1 computer.

### The dinosaurs are coming

THE next Spielberg megamovie, Jurassic Park, is planned to hit the screens this summer, and games firms Oceon and Adam Leisure are ready to cash in on this. Adam Leisure is releasing a Grandstand LCD game and wrist game in June, while Oceon has the worldwide game rights for all Nintendo and computer formats. The first console game will be out in August with others following.

### NEC computer show cancelled

THE yearly computer show due to be held at the NEC on April 20th-23rd has been cancelled by the organisers Future Publishing. For 12 years this show was a major computing showcase, but the number of exhibitors has dwindled due to market conditions and of course recession, which has caused Future to make this surprise move.





Fasten your safety belts . . .

# TELEPLAY SYSTEM IS OUT OF THIS WORLD

**F**asten your seat belt! With Baton Technologies' new Teleplay System, you're about to experience the future in out-of-this-world, head-to-head competition with your friends . . . whether they're down the block, across town, or Nintendo or Sega Genesis! That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities!



With the Teleplay System, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical manoeuvres and covert actions in complete secrecy! He'll never know



what hit hit until it's too late!

The Teleplay System by Baton hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in

another location. It comes equipped with Terran Wars, a head-to-head, fast action, arcade style space game, yet it costs about the same as one megabyte cartridge! 8 additional action-packed titles will be released in 1993!

## Las Vegas convention shows the shape of things to come

◆ Visitors to the Winter Consumer Electronics Convention in LA got a glimpse of the future. Virtual Vision Sport allows you to watch big screen colour TV images with these portable eye glasses.





## Latest from American shows . . .

**Turbo Touch 360 from Triax Technologies is the world's largest video game control board and is designed to alleviate the 'numb thumb' with small control boards.**

**The Pocket Faxxer from Telecraft Industries of New York is the world's smallest portable fax machine.**



**Sharp's new View Cam personal video system.**







From the land  
of the rising sun

## JAPAN'S TOP 10

- 1 Dragon Quest 5  
*Super Famicom*
- 2 Super Mario Kart  
*Super Famicom*
- 3 Magic Quest  
*Super Famicom*
- 4 Yoshi's Cookie  
*Famicom 8 Bit*
- 5 Yoshi's Cookie  
*Gameboy*
- 6 Super Mario Land 2  
*Gameboy*
- 7 Fatal Fury  
*Super Famicom*
- 8 Sonic 2  
*Megadrive*
- 9 Streetfighter 2  
*Super Famicom*
- 10 Romance of Three  
Kingdoms 3 *Super Famicom*

## MARIO KART SPECIAL EDITION FOR '93 . . . ?

**Y**ou will not believe it, but in Japan there has been renewed interest in Mario Kart. There have been several Mario Kart competitions held recently, and there has even been talk of Nintendo holding a national Mario Kart contest that will pit the most awesome streetfighters to a one to one face-off. Don't be surprised to see a special edition of the game released sometime in '93 here in Japan.

### IN THE ARCADE

**DID** you play Time Traveller, the new Sega hologram system for the Arcade?

In Japan Sega recently introduced an update for the hologram system called Holosseum. The game pits either one or two players against each other in a battle to the death in an arena. Arcade owners can buy this in kit form and so upgrade the original hologram game to Holosseum.

THE Otoko Attack system has just entered the market in Japan. It allows you to combine an arcade quality joystick with actual arcade games. You connect the unit to your TV or monitor, then plug into the unit arcade boards and reproduce the actual coin-op game. Arcade owners will not be too happy with the Otoko Attack system as this could seriously affect their revenue.

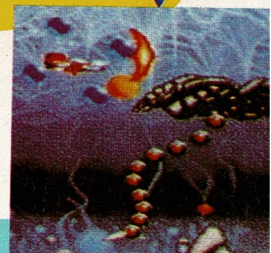
**NOW** Japanese gamers will be able to take game play realism to a new high (or low). NEC Home Electronics have released the special virtual cushion (pictured right). Players can add to game interaction by sitting on this pad filled with speakers. Unfortunately it cost \$100+, but Matsushita Electric Co will be offering a similar cushion for slightly less.

JVC has unveiled a new Wondermidi software package that will let amateur and professional musicians alike tap into a great secondary use for the Wondermega system. Interfacing with a separate electronic keyboard called the Piano Player, the software enables you to produce all sorts of wild music. It will teach piano lessons and even has a karaoke feature. The tunes produce a graphic explosion on the screen, and the effect is amazing.

**OTHER** games that are continuing to top the charts here in Japan include Dragon Warrior 5, the first 16-bit entry into the DW Legend, also new entries Magical Quest with Mickey Mouse and Super Famicom and Sonic 2 for the Megadrive.

### BIO METAL Super Famicom Athena of Japan

**I**n this shooting game you fly to an alien colony and give them some stick. Bio Metal features a unique power-up system, and the number of power-ups collected depends on how well you are doing throughout the game. If you are really bad and die all the time the computer will compensate and shower you with power-ups. There are eight levels with three sections in between where you face a Mid Boss before meeting the Big Boss at the end of the level.



### POP N'

#### Super Famicom Konami of Japan

**T**his is a shooter kind of like Parodius. A two player game, shooting is the ultimate objective. You and your friend have to battle against bizarre enemy ships with daft weapons. You collect power-ups that give you shields, options and you can 'ouch' enemies for big points. A rather strange game!



**This special air cushion takes game play realism to a new high!**



# F-1 GRAND PRIX PART II

**SUPER FAMICON by Video Systems of Japan**



## COSMO POLICE

**SUPER FAMICOM**  
**Shon Bussan Co of Japan**

The game is set in the year 2000 and a black hole has mysteriously appeared in the galaxy, which has brought the most menacing entities ever to roam the universe to shatter peace. The Cosmo police have the job of restoring peace by eliminating the invaders. You must find these alien terrorists on an alien planet. There are tons of characters to fight, and most of the game is side-scrolling action where you use punches, kicks, or body throws. The skills that you have learned keep you in good stead when you reach the end of the level as you must go one-on-one with the boss.

The second version of the game is set in an overhead perspective and offers lots of options to fine tune your car. You can retune your engine, change its horsepower rating, change the transmission, adjust the wing angles, and even slap on new tyres. You can race against a timer, or do a few practice laps, or if you feel lucky go head-to-head against computer controlled racers. The ultimate game for diehard racers.



## TRANSA BANKER

**Megadrive, Sega of Japan**

This game has two modes of play that make this a unique action/shooter game unlike any other game. There is a first-person perspective shooter game where you aim crosshairs at oncoming opponents, and a side scroller where constant shooting is offset by frequent power-ups that transform your ship to outrageous proportions.

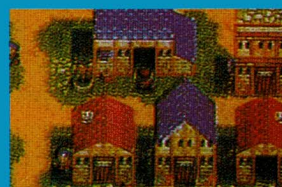


## ELECTRIC ALESTE

**Mega CD ROM**  
**Compile of Japan**

You may remember this shooter game as Nobunaga and His Ninja Forces. Enemy attackers strike with fury through all sorts of changing weather, such as snow, rain and lightning, and the overhead perspective gives incredible detail of the ground. You face hordes of enemies on your adventures, like huge bosses armed to the gills, that fill up three full screens! A great shooter CD.

## NBEE



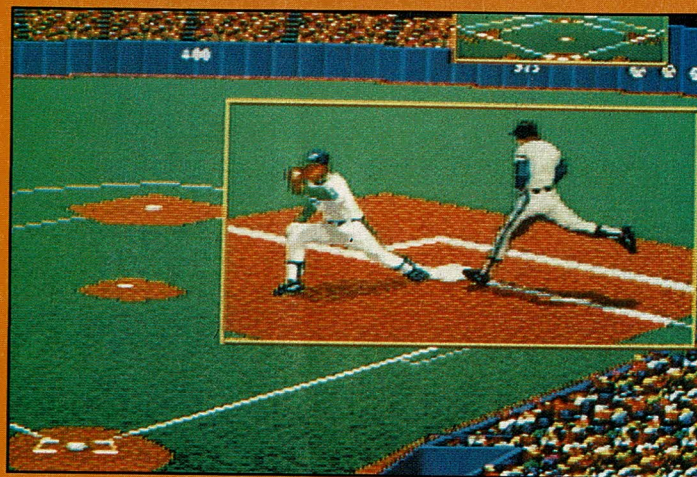
## SONG MASTER

**Super Famicom by Yanoman of Japan**

You have been chosen to find the scroll of sound and halt the force of evil that is taking over earth, before it becomes complete chaos. You have to find people in the town to help you in your quest, and use the power of the musical sequence that shatters the evil. There are enemies and traps everywhere trying to stop you.







# HARDBALL

SEGA MEGA DRIVE

## So real you can smell the peanuts!

**A**CCOLADE has released Hardball III for the Sega Mega Drive. *Hardball*, the company's first baseball game for the Sega Mega Drive, hit the top of the American charts in 1991. Released last May, the PC version of Al Michaels Announces Hardball III soared to and remains at the top of the charts.

Building on the reputation of the well known Hardball series of computer and video games, Hardball III takes baseball enthusiasts as far as they want to go in action, strategy and pure fun.

"In creating the Sega Mega Drive version of Hardball III, we looked at what other baseball video games offered, as well as what our customers have asked for in a baseball video game," states Pam Levins, the producer of the game.

"We're adding play-by-play commentary by Al Michaels, the emmy award-winning commentator as well as 'team effort' play where your team mates will actually back you up during a play. Action game fans will be thrilled with the detailed graphics and realistic player movements.

"Arcade game fans will find this baseball game challenging

and exciting, elements which have made Hardball synonymous with Accolade," Levins concluded. Hardball III is a one or two-player game in which players can compete in exhibition games, a complete 162 game season including an all-star game, play-offs and championship games.

Players can save an individual game, a season in progress, or the all-star game and one or two complete teams can be customised and saved using the player and pitcher editor. Using the VCR-like "Instant Replay" feature, players can save key plays to a highlight reel for later viewing. Other features include the ability to track upcoming games via the month-by-month, on-screen calendar and the availability of over 25 different statistical categories, appearing on-screen in "baseball card format".

Hardball III features accurately rendered major league ballparks to include such authentic characteristics as the correct distances to walls and foul territories. Players can even create customised team logos, change the colour of the uniforms and caps, or choose individual faces using the player editor.

## STRIKER!

For the SNES

# elite

**N**EW from Elite Systemson the SNES is a brilliant new soccer simulation — Striker! This version follows on from the success of the Amiga and ST versions and on the SNES will be one of the best football games available.

Criticisms of the Amiga version have been taken into account in developing for the SNES and should ensure at least as good a position in the Gallup Charts as it did on the Amiga.

The game is played from a unique position — an aerial view, just behind

Play the game  
from behind  
the goal

one of the goals. You select the team of your choice from one of the 64 international sides provided, each of which has its own unique strengths, abilities and skill levels, based upon their real-life counterparts.

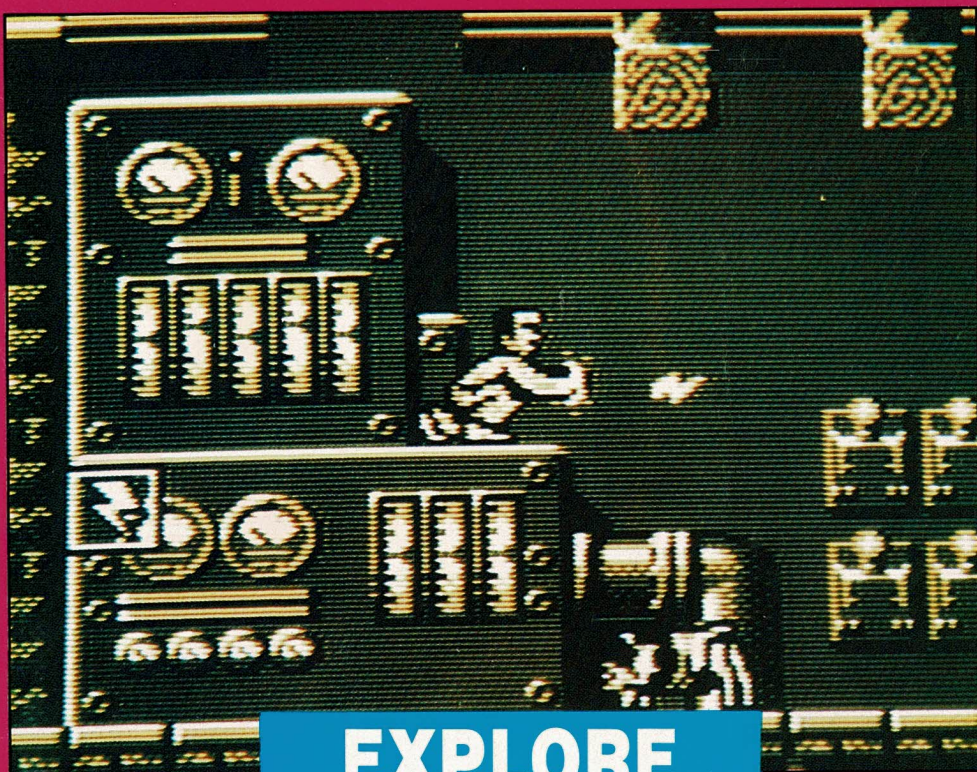
You may choose a two player

game, or enter the cup competition where you face six rounds of ferocious football, culminating in the ultimate challenge — the final of the World Tournament.

When playing in the competition, the computer will automatically arrange your fixtures, and decide the results of other matches.

If the teams are level at the end of the game you can play extra-time, go straight for a penalty shoot-out, or even have a re-match. You can even change the weather and pitch conditions if you fancy more of a challenge.





## EXPLORE THE WOODS!

### Dr Franken II — Gameboy

**E**XPLORE the woods in the brilliant new Dr Franken II game from Elite and you will not find fluffy little teddy bears! Instead you will be amazed, amused and sometimes driven to distraction by the monstrous 'Franky' — Dr Von Frankenbone's miracle of spare-part surgery.

Available in June 1993, Dr Franken II is expected to retail at £24.99.

The plot is hilarious with Franky once again in big trouble. The castle is in urgent need of repair and the electricity board has presented him with a huge bill (to pay for all the recharges he and Bitsy have had over the years) and the property developers are waiting to move in. Franky's task is simple — find Dr Frankenbone's dosh!

Having been driven from the mad scientist's castle, Franky

has taken refuge in a Chateau hidden on the edge of the Frankenbone estate.

Franky has also been locked in by the local residents, so first he must find the back door key, then he can get out to search the grounds, the haunted out-house, the forest and the greenhouse which contains Frankenbone's mutated plant experiments.

Franky must also visit the local village, search a submerged shipwreck, and travel to Egypt where some of Dr Frankenbone's money is on deposit!

With all the humour and fun of Dr Franken, Dr Franken II has gone on to exploit the graphics capability of the Gameboy, like no other game on the market today.

The challenge presented by Franky will appeal whether you are 8 or 80. Dr Franken II will also be available later in 1993 on NES.

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# WARP SPEED



**HURTLE** through space at "WarpSpeed". Can you successfully pilot your starfighter and save Earth from an alien horde?

Earth, circa 2999. Peace has reigned for centuries, until the discovery that Black Holes — portals to distant galaxies — are harbingers of evil and unspeakable terrors. In a blinding flash, Earth finds itself struggling to defend itself against an onslaught of aliens. A group of scientists work around the clock to create the first of many starfighters capable of tackling entire squadrons of enemy ships. But the first ship has been built and they need a pilot. Do you have what it takes to save Earth?

This is the premise for **WarpSpeed**, a new video game for both Super Nintendo® and Sega® Mega Drive®. Using a unique first person, full screen "cockpit" perspective, WarpSpeed offers total immersion in the game with a "you are there" feeling.

Wage battle in seven different increasingly difficult scenarios or play a four scenario campaign mode. Fight against 16 different enemy spacecrafts, each with unique flight and battle characteristics. Work your way up through the ranks, earning the right to pilot increasingly more powerful Starfighters. If you're brave enough and complete your missions successfully, you'll even become eligible to earn medals.

**AVAILABLE**

**COST**

**SEGA**

**APRIL**

**MEGA DRIVE**

**APRIL**

**SUPER NINTENDO**

**MAY**

**} £39.99**

**TBA**



**PC/AMIGA**  
**Release: April**  
**Price: TBA**

Lilil Devil is one of the most innovative and challenging interactive game ever devised. Cast into the labyrinthine Terratis, the lost city of the Underworld, you must assume the role of the Lilil Devil whose sole aim in life is to escape from his incarceration. In order to achieve



# FIREHAWK

AVAILABLE NOW ON  
AMIGA OR ATARI ST  
PRICE: £19.99

TAKE to the skies and experience the mighty *Firehawk*! The latest game offering from Codemasters which gives players the control power of the advanced helicopter gunship *Firehawk* on a series of devastating missions.

Drug barons have taken control of the Lafian Islands and U.S. forces have been called in on an emergency mission to clear the islands from the barons reign of terror. Green Beret paratroopers have been sent in on scatter missions and require picking up. As pilot of the *Firehawk*, it is your mission to take each of the seven islands by storm and bring back the Berets!

Action, strategy and tight control are the key gameplay elements as you pilot *Firehawk* over the 360° scrolling landscapes on seven missions.

With a vast array of supersonic sound effects and dazzling graphics, *Firehawk's* hi-energy, dangerous and exhilarating atmosphere will leave you breathless!



ur goal, you'll need to negotiate dark  
nnels and solve devilish puzzle rooms.  
A network of corridors and passages  
nk the major puzzle rooms. The tunnels  
e fraught with danger. Pits filled with  
ater and flames are littered around  
aiting for the unsuspecting Lital Divil  
topple into. Stone images shoot out  
ikes in your direction and some  
ssages even have a mysterious wind  
llowing down them.  
Naturally, the **Lital Divil** can find  
rious objects to aid him in his quest.  
od and hearts will replenish energy;  
rches will help you see in previously  
rk areas; wings will let you fly over



pits thus allowing you to reach seemingly unreachable locations; and lead boots let you make headway into the strong winds.

Some of the pits, instead of containing deadly traps, are filled to the brim with lost treasures. Occasionally the Lital Divil will discover special rest rooms which allow you to prepare items ready for use, while climbing into the bed in the corner of the room will automatically save the game.

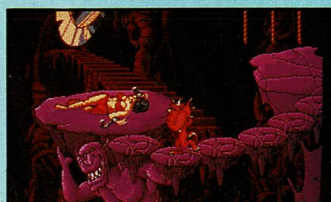
The Underworld is split into five distinctive levels, each comprising of around 10 puzzle rooms interconnected by tunnels and corridors.

During his explorations, Lital Divil is

pursued by a hideous creature known as the Entity. If the Lital Divil takes too much time in solving puzzles, the Entity will capture him and drag him off to a torture chamber.

**Lital Divil** has got quite an attitude. If players stop controlling him, he'll pull out a paper and lean up against the nearest wall. If he feels that he's not being controlled well enough, he squares up to the monitor and snarls at the unsuspecting player.

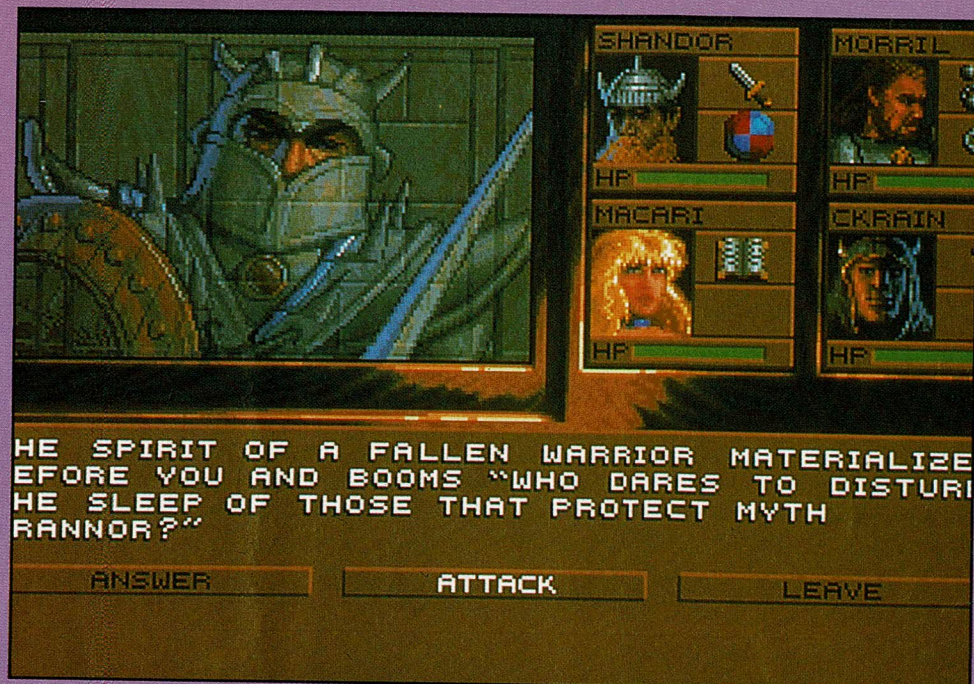
**Lital Divil** has arrived! After three years in development, the most ill-tempered video game character is ready to set the games world alight.



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# W E I V E R



## THE EYE OF THE BEHOLDER 3

**B**eauty truly is in Eye of the Beholder II: Assault on Myth Drannor, the grand finale to the best-selling 3-D graphic fantasy adventure series of all time. Developed in-house by Strategic Simulations, Inc. (SSI), the game is enriched with improved graphics, a deeper plot, more role-playing, and new companions who travel with the heroes of Darkmoon as they explore this third and most dangerous game. The game is due for an April release, and the Clue Book will follow in May.

Eye III's good looks are readily apparent, from the gorgeous 3-D graphics enhanced with more colours and finer detail, to the striking intermission sequences. Eye III contains three times as many cinematics as its predecessor, plus over 30 still shots, some letter-boxed which tell the tale of the game.

To complement the visuals, six fully-scored music pieces tie in with the cinematics. Over 70 digitised sound effects range from screams to spell explosions to bird chirps.

Not only is Eye III better looking and sounding, it's better playing. The game is much meaner and bigger, at over 50% larger than Eye II, with increased artificial intelligence for friends and foes alike. The game takes place in Myth Drannor, a ruined city

### Assault on Myth Drannor

Versions:  
IBM PC (April)  
Clue Book (May)

within the FORGOTTEN REALMS™ world.

The player's four-hero adventuring party must wrest an artifact of divine power from the dread undead lich Acwellan. They encounter a massive 35-creature bestiary as they journey, but find help from new monster allies such as sprites, were-tigers, and Saurials (lizard-like humanoids).

A plethora of intricate puzzles and traps requires players to think on their feet or perish. The good news is the streamlined icon-

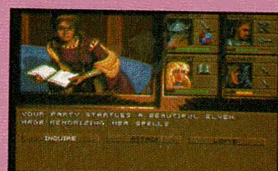
based interface provides smoother moves and an automatic attack function during combat.

"At first glance it is obvious to players how improved Eye III's visual presentation is compared with the previous games. The graphics are definitely eye-catching, and the added emphasis on interaction and puzzle-solving will keep players hooked on the game play," stated Bob Malin, US Gold's Senior Product Manager responsible for SSI in the UK.

Spanning a multitude of outdoor and indoor environments, including a mausoleum, a temple, several guilds, and a forest, Eye III offers single players 40-80 hours of fearsome adventure. Veterans from Eye II can import their favourite characters, complete with accumulated weapons, treasure, and experience levels.



**'A game with enriched graphics, a deeper plot and more role play**



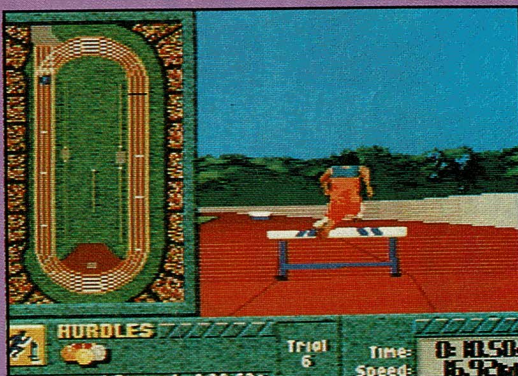
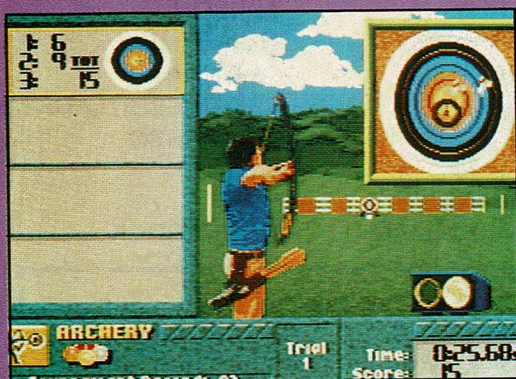


# Summer Challenge

Strengthening its leadership position in the arena of sports simulations, Accolade announced at the Winter Consumer Electronics Show the release in May of Summer Challenge™ for the Sega® Mega Drive®.

This simulation pits the world's best athletes against each other in an international competition for the gold medal. Stamina, dedication and skill are needed to compete in eight, gruelling summer sports events including the pole vault, high jump, javelin, 400 meter hurdles, cycling, kayaking, equestrian, and archery.

As the athlete in Summer Challenge, you enter your name into the competition and select your country of origin. You can then compete in one of the two modes of play — training (practice each event) or tournament (compete against computer or human opponents). In the eight-event tournament mode, you can compete against computer athletes of three different skill levels with up to 10 players participating.



Summer Challenge contains digitised footage of contestants, captured from live video of actual athletes performing in those same events.

It includes an instant replay feature to allow players to relive the glory of their previous performance. These high calibre athletic events are complete with the pomp and circumstance of the opening and closing ceremonies. In addition, incredible attention has been paid to detail, duplicating as closely as possible the movements, tactics and strategy of the real events.

Summer Challenge is designed for Accolade by MindSpan, developers of the Sega Mega Drive version of Winter Challenge™ and the best-selling Al Michaels Announces Hardball III™ available now, for IBM PC and compatible computers, and coming soon for the Sega Mega Drive.

Price £34.99.

**For the Sega Mega Drive**

## Jack Nicklaus' Power Challenge Golf tees off on Mega Drive

Details of Jack Nicklaus' Power Challenge Golf™, have been revealed by Accolade. It's the company's first golf simulation for the Sega Mega Drive. The newest member of the most successful line of golf simulations on the market, Jack Nicklaus' Power Challenge Golf is developed in association with Jack

Nicklaus and Jack Nicklaus Productions. It features two Nicklaus designed courses and fully-digitised golfers, including Jack Nicklaus himself.

Players can challenge two of Jack's finest course designs — water intensive English Turn Golf Club (New Orleans), and rugged Sherwood Country Club (Thousand Oaks, CA). The game features the widest variety of golf shots, Accolade's acclaimed and easiest-to-use "Power Bar" interface, as well as complete statistics on individual players which are updated after every round.

Players can select from a variety

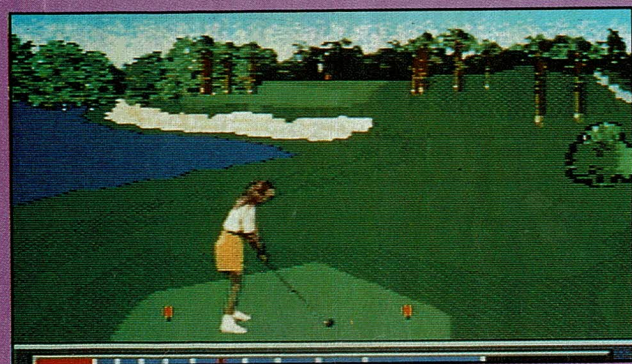
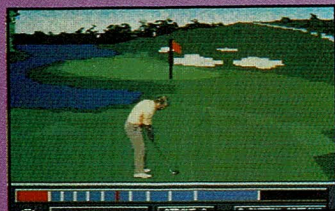
of options, including the ability to play alone; against three other human or computer controlled opponents; compete in stroke, skins or tournament play; or practice on the driving range and the putting green.

The programme also features a Tournament mode with an option to play against the computer, or up to a maximum of three other human players.

Players can also customise computer players so they can play just like real pros on the tour. Using the helpful on-screen tape measure feature, players can read the exact distance between their ball and any other object or location on the hole.

The game contains music and a wide variety of digitised sound effects, including the natural sound of the ball landing in the water, or on the green. With crowd responses throughout the game, players will feel like they have an audience watching their every shot.

Further, the game adjusts ball trajectories to account for club selection and with fast, easy gameplay, gives players the most complete video game golf experience available.



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# PUZZLE

THIS MONTH'S PUZZLE  
BY LEE FORD



IF YOU HAVE A PUZZLE IDEA THAT YOU THINK OUR  
READERS WILL ENJOY, SEND IT IN TO MANIA  
PUZZLE, BOX 1650, B11HA

FIND THESE WORDS  
IF YOU CAN

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SONIC  
TAILS  
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DHASLIM

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GUYBRUSH  
GUY  
KEN  
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ANSWERS ON PAGE 77



# Virtual Reality

DESPITE the many technological advances in the last 50 years, Virtual Reality represents a revolution, as it makes the shift from passive content (watching a TV and do nothing) to interactive content (taking an active part).

VR technology is evolving so quickly that the line between imagination and reality is becoming more blurred. The following description sounds like a bad dream but it could fit just as well into a Virtual Reality environment.

"The stones are cold and slippery beneath your feet as you walk down the dark forbidding dungeon corridor. Suddenly you are trapped alone, as gates creak shut at both ends of the corridor.

Your pulse quickens. To your horror you hear a noise and realise you are not alone. From the depths of the darkness a dragon rears its ugly head, and you realise you have only one chance, to raise your sword and swipe off his head."

A child need not just sit alone, watch a screen, but can instead have fantastic adventures with other children and families. Try whizzing down the tracks of a roller coaster with impossible twists and turns!

While a person can go forget all the hassle of going away for a weekend, and can instead have an adventure of his own choice. What about a dragon-fighting knight in medieval times, a top secret international spy, or a mechanised warrior in the year 2112 (remember the film *Total Recall*?).

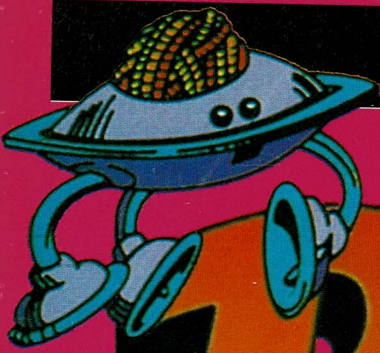
The Battletech Centre in Chicago already exists where you can choose from a list of robots, then you are this warrior fighting it out on an electronic battlefield.

VR is going to increasingly become a prominent technology as computers come closer to catching up with our imagination.

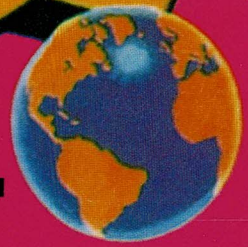




# SUPER NINTENDO



# BUBSY



## PREVIEW SPECIAL

LONDON – 20th January, 1993. The world's top supply of yarnballs is seriously threatened, and it's up to Bubsy to put a stop to the yarnball plundering. Bubsy is a bobcat with a mission.

Earth has been invaded by the Woolies, inhabitants of the planet Rayon, whose civilisation is powered by hig fibre plasma engines which utilise yarnball super-clusters at their core.

This of course requires a lot of yarnballs, and so the Twin Queens of Rayon — Polly and Esther, have sent their yarn plated saucers of Silk to a planet abundant in yarn — Earth. Little do they know they have to contend with the world's greatest yarn hoarder himself, Bubsy.





**PRICE: £49.99 – AVAILABLE: JUNE '93**

# CLAWS ENCOUNTERS OF THE FURRED KIND

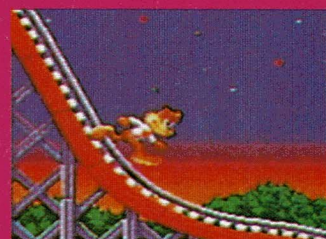
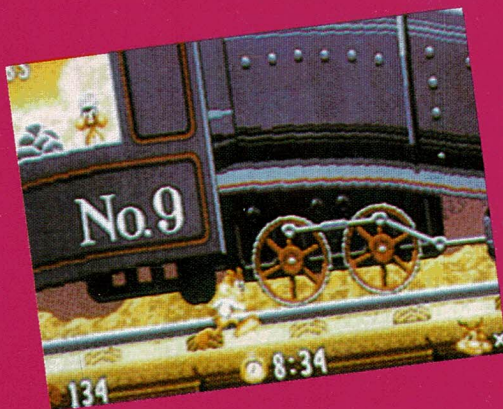


**BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND** takes platform video games to a new level. It's a monstrous 16-meg interactive challenge. Bubsy has a flamboyant personality. Watch his reaction as he enters and exits the wild waterslides.

Everyone knows how much cats hate water, and Bubsy is no exception, giving new meaning to the expressions "Ah-ooga!" and "Fluff Dry!" You'll see nothing but a blur of fur when Bubsy meets up with a wayward Woolie or other foe and engages in an all claws bared catfight.

In addition to his large repertoire of expressions and mannerisms (over 40 animations), he'll also tell you what's on his mind. This makes Bubsy one of the first animated video game characters to actually speak!

According to John Skeel, the game's producer, "Bubsy is one cool cat. He's a state-of-the-art feline



who's got a digitized voice, American style cartoon animation, great detailed art, realistic sound effects and his own original movie-style musical score. Bubsy will keep you challenged for hours — there's more than one way to skin this cat," Skeel adds: "Claws Encounters of the Furred Kind is one of the first interactive cartoons created here in the U.S. We've made this a deep game. In uncompressed form, the data is many times larger than the cartridge itself. There are plenty of hidden levels and secret rooms to explore as Bubsy flips, soars and even floats on his quest to save his precious yarnballs."

Just like a classic cartoon, you'll become involved in a story full of obstacles to overcome, pratfalls to laugh at and foes to fight. Wind your way through the different paths of the five worlds, each containing three chapters, plus a 10-screen by 10-screen final boss chapter. Each of the 16 chapters is very large, some covering an incredible distance of 30 screens long by 10 screens high. Only you will be able to help Bubsy avoid falling rocks, eggs, rolling manhole covers, cheesewheels, projectile gumballs and the many other dangers and challenges that wait for him in Claws Encounters of the Furred Kind.

**COUNT THE MANY WAYS THAT POOR OLD BUBSY CAN DIE. IT'S JUST AS WELL THAT CATS HAVE NINE LIVES.**



## SOLUTIONS

**STAR Control II is about exploration, communication, resource management, in terms of material resources and time, so here are some tips you need to give you more time to complete the tasks to win.**

### THE FLAGSHIP

When the flagship is under human control it can only travel in 16 different directions, so it is difficult to follow a straight line between star systems. Whereas with the autopilot, the flagship follows straight lines exactly, so saving time and fuel.

Also when on the autopilot the ship can pass near a star which is on its path without being drawn into its star system.

The autopilot will fly the ship in the direction it was last pointed until it reaches hyperspace, so when leaving a star system point the ship towards the nearest edge of the system before engaging the autopilot, therefore using the least amount of time.

At hyperspace the ship orients itself and follows the course charted on the star map. When alien ships are near, or you are in hyperspace, manual control must be used, because you can elude the enemies better, especially when the flagship has been equipped with extra turning jets and thrusters.

The Arilou ships can be found between the Chandrasekhar and Circini constellations, and they have a technique for moving through space which saves tremendous amounts of time and fuel, especially over large distances.

Captains should keep an eye on their long-range scanners, especially between the 17th and 20th day of each month. If fuel runs out while in hyperspace, a Melnorme trading ship will eventually appear and you can sell lifeform data for Melnorme credits, and so buy fuel.

You can summon a trader at any time in hyperspace, even if you still have fuel, if you have a hyperwave caster on board. In this way you can go on extended space voyages without returning to Starbase. You must always make sure you go on extended space voyages without returning to Starbase.

You must always make sure you do not run out of fuel in hostile space, as you could be attacked before help arrives.

### MINING EXPEDITIONS

Each unit of fuel purchased at the Earth Starbase costs 30 resource units (RU) which is equal to five units of precious metal. So you must fill the cargo modules on every trip with the most valuable minerals available.

When the hold is full, swap the less valuable materials for more valuable ones.

You can find out how much a planetary landing will cost by moving the cursor in the "scan" menu to the "despatch" entry. The status window will display the amount that will be consumed.

If you add the value of the mineral type for each deposit revealed by the mineral scan, and multiplying the total by eight, you can estimate the number of RU a mining trip will collect. You can



- Will you all just SHUT UP for a second?
- Listen, we come in peace - really! All those pointy things on our hull are just sensors.
- Please don't vaporize us!



- If you don't defend your planet, the Ur-Quan will win.
- The presence of the Iluvians in space is an act of war!
- Would you consider an alliance with the Dragoon forces against the Dragoon?



# CONTROL

then tell if the trip will be worth it. It is almost always worth a trip to collect lifeforms as each unit of biological data is worth four fuel units (120 RU).

You must take surface conditions into account when planning a mining expedition, because if a planet's surface is inhospitable it will cost resource units to replace lost crew. At all costs avoid using landers (500 RU).

To reduce the number of mining accidents obtain technology from the Melnorme.

Take my tip! Starship captains will always find it worthwhile to visit the third planet of the Alpha Centauri system.

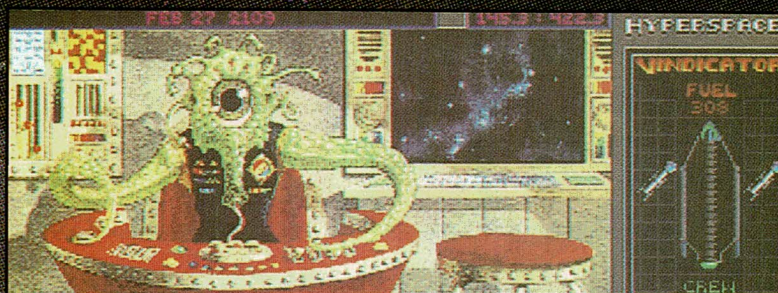
As a cost-effective alternative to mining you can park a well-armed flagship in a hostile region of hyperspace and wait for enemy ships, then destroy these ships and scavenge the RU from the debris. These ships are worth between 100 and 250 RU so this is worthwhile as long as you do not lose any of your ships, which are very costly to build.

## THE DIFFERENT RACES

From the Melnorme you can buy technology, which makes mining and combat easier and also information on alien races, to provide a starting point for many sub-plots in the game.

You can buy all they have to offer by finding all 10 of the 'Rainbow Worlds' which interest them. These Rainbow Worlds are arranged in deliberate straight lines.

In the early stages of the game the



- What do you mean, 'blaze of glory'? What happened to the Shofixti?
- Why do the Syreen fight for the Ur-Quan?
- Why did the Yehat become battle slaves?

robot of the Slylandro is a deadly nuisance. The Zok-Fot-Pik at Alpha Tucanae, who are good allies to have early in the game, will help you find the Slylandro. Their stinger ships are fragile, inexpensive, nimble and devastating against star ships that do not have a powerful short range weapon, such as the thraddash torch, or mycon podship, which is vulnerable from behind.

The Druuge are a race of traders who trade in slaves. You must consider the morale of the crew before selling any of them to the Druuge, and make sure you do not sell them anything you may need later.

In one of the game's sub-plots, the player must re-establish the shofixti race, to continue dealings with the Yehat. This can reduce the cost of replacement crew members.

The Orz are a strange race, and be cautious about questioning them about the Androsynth. The Nemesis ships of the Orz with their "space commandoes" are awesome fighting machines, so try to form an alliance with them.

Other races you will come into contact with are the Urquan, Kohr-Ahother, the Utwig, the Supox, the Thraddash, the Ilwrath, Theyehat and the Mycon.

Good luck captain. May the force be with you.



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fleet in this region of  
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- What do you mean, 'blaze of glory'? What happened to the Shofixti?
- Why do the Syreen fight for the Ur-Quan?
- Why did the Yehat become battle slaves?

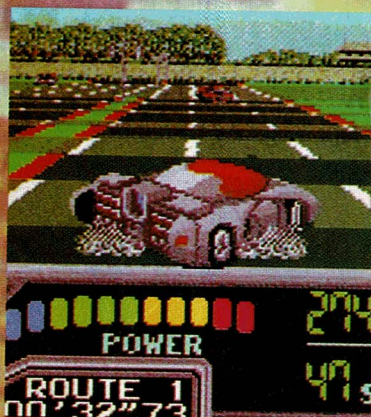


# OUTRUN 2019

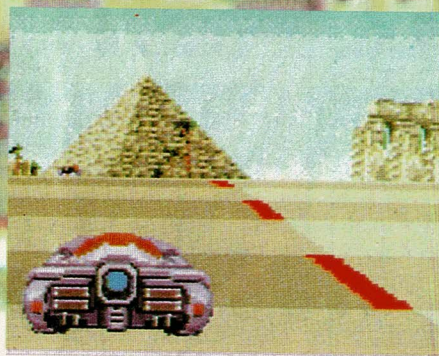


This racing game has impressive artwork backgrounds, such as the Great Wall of China and the Pyramids. The car controls well, and you feel as though you are struggling when you corner. Another good thing is that when you hit max turbo the road shifts at a great speed. You have to be careful as the flyovers don't have any crash barriers, so be careful you don't fall off the track.

Quite a competent racing game, and the best in the Outrun series. But cannot compare with Lotus, or Super Monaco GP 2.



**OVERALL**  
**68%**





# Motorhead's Mango Masterpieces

YOOOO! I'm back with a rhyme and to waste your time. It ain't no crime to review games that are slime.

The cur-sed mango or putrid lime! It's a hobby of mine to occasionally nit rhyme.

Pity your parents. NOT ME!

Can I just say, before I continue this drabble, that I find ALL computer games below par and unless you're a keen golfer (FORE! .... Ouch@\$!), that's bad not good.

But if you're a Michael Jackson fan (E OW OO!) or one of these jumped up, hyped up teenage vanities! I mean rubbish not Bad! Total chosh. Unworthy of a bat of an eyelid.

Catch the gist? No? Who cares? I don't! Don't go crying to your Mummies saying that I've burst the bubble of your fantasy for that of reality.

Get a brain and if you can find one big enough for my ego, let me hear!

(PS. If all else fails, get a mango, slice it in two and serve with a dollop of strawberry ice cream and chopped peanuts! Now we'll find out who is the truly sick one among us. It's not me ... CHOMP ... CHOMP ... SLURP ...

CHOMP ... BEEEEARRFF ... F ... F!) I lied.

While I get cleaned up, ponder this thought for a minute: "What do you call a joke with no punchline?"

Ah, that's better. Right where was I. Oh yes.

An important note to Wimbledon FC and Joe Kinnear, whom I characteristically offended last month.

"Dear Joe and WFC, If you think that sending Vinny Jones around to snap at my heels (pun intended) and demand an apology was the the only solution to the problem, you were wrong.

Mind you I've always wanted to join the boys' choir! Don't get me wrong Joe-y boy, but the war ended over 50 years ago. All the best for the future and if you keep beating Aresenal, I might begin to like you yet!"

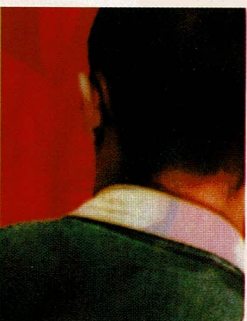
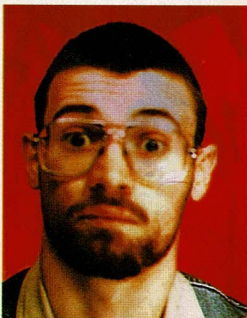
Video Kid — Gremlin Graphics — Amiga — RUBBISH!

So you really want a review of the game. You don't trust my word! Well really! Don't blame me if you fall asleep for a year and miss the next excellent instalment of Motorheads Mango Masterpieces through your doubting my say-so!

Oh, you're still here then. (There's always one. Damn! and I wanted the space off today!)

Video Kid is Billy (William to his strangers!), in this scrolling mini adventure (Don't get me wrong. He doesn't go around wearing short skirts!), brought to us (well me at least!), by Gerbiling Gimicks. Sorry! that's Gremlin Graphics. (I always seem to get those two mixed up!)

One day, while Billy was twiddling his thumbs



with nothing apparently to do (Eh up girls! Nudge. Nudge!), he decided to watch a video on a video recorder (Come on per-leese! Just because you use a toaster!) which his dad had recently bought.

He switched it on and to his horror (somebody had recorded over Neighbours!), no, he was suddenly drawn into the screen in a blaze of flashing lights (not too dissimilar to a Jean Michael Jarre concert!)

Now the game begins. There are five levels/worlds in all, in which you have to find a way through to the next, while avoiding or zapping the nasties.

The game is continually scrolling, so you're always on the move, because if you stop moving the screen doesn't! (Squashing your philanderings all over the place! Oooh painful!)

The worlds are as follows: Medieval, Western, Sci-fi, Gangster and Horror. With nasties ranging from Knights 'n' Gargoyles, Cowboys 'n' Indians, Aliens 'n' Spaceships, Gangsters 'n' Bi-planes and Skeletons 'n' Mummies.

The worlds are split into sections and when you reach the last section on each world, you face an end of level guardian (Big Chief — Many Missiles!)

To help you try to win through the game, there are different weapons which can be changed constantly throughout the game by passing through or shooting their icons when they appear.

These include missiles, flame thrower, ripple (not ice-cream!) arrows, spheres and laser.

There are also icons for directional fire, shields, smart bombs etc (Mind you, there's no mango power-ups!)

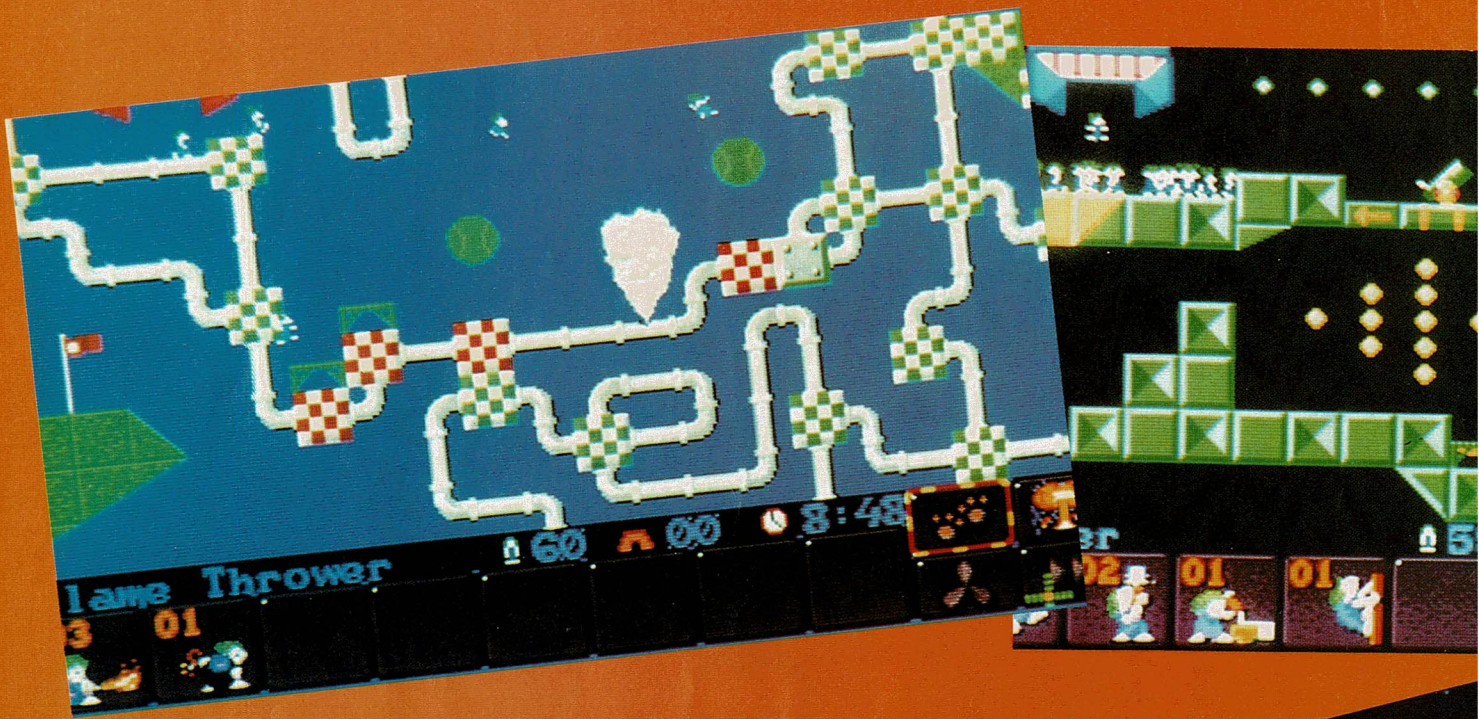
If and when (Easy-Peasy!) you complete world five by destroying the final nasty, you've won and Billy can become plain old Billy again (and with a bit of luck the little twerp will stop watching these mental videos! and get a life! or a brain! or a sense of humour!!)

So you've reached this sentence? WAKEY! WAKEY! You'll want to read the breakdown board ... Maybe!

Graphics	— Cute and puke!	39%
Sound	— Not as sound as sound can be!	18%
Title Tune	— Mega funky or what?	53%
Longevity	— No need for matchsticks!	12%
Funability	— Boorwing!	25%
Beer mat rating	— Colourfully blue!	100%
Overall	— That's a coat!	31%

This is Motorhead ... I'm outta here.





# Lemmings 2

**S**INCE its release in 1991, Lemmings has gained cult status and has made a lot of money for its publishers. Little surprise then, that Psygnosis decided to release a follow up. Trouble is, how could they possibly improve on the game, and more importantly, how could they do so without it becoming repetitious and boring?

The answer is simple — they came up with a whole bunch of new skills for your Lemmings to master — 50 of them to be train-spottingly precise!

then, to add an extra element of spice, they divided the Lemmings into 12 tribes, each of whom inhabits their own unique landscapes complete with advantages, peculiarities and perils.

Of course, there's the usual unimportant story-line, some old tripe about having to reunite a broken talisman, but who gives a toot, it's the game that counts!

Lemmings 2 is very similar to the first game. The objective is to get as many Lemmings to safety as possible. To do that, you will have to negotiate an increasingly complicated and dangerous selection of obstacles.

To help you negotiate these obstacles, you are given a number of skills, some of which are permanent, whilst others have an immediate but one-off effect. For example, if you teach a Lemming to climb, he'll be able to climb for the rest of the game, or until he dies.

However, if you teach the stupid thing to use a surfboard, he'll immediately start surfing, but will need to be shown how to surf each time you want to encounter more water.

The selection of skills available to you and the quantity of each skill, varies from game to game. Sometimes there will be far more than you need, whilst at other times you'll have to be absolutely perfect in your Lem-control.

In order to successfully complete a level, you'll need to complete two tasks: first you need to figure out what needs to be done (ie, how to get your Lemmings to safety), then having worked out their escape route, you need to actually execute your plan.

As I mentioned, each of the 12 tribes inhabits their own landscapes. These landscapes consist of a number of individual games based on the tribal theme — Space or Highlands for example.

When you start a new landscape, you are responsible for the entire tribe of 100 lemmings. However, if you lose any of them, you'll start the next game in the landscape with an appropriately smaller tribe. Most of the time this doesn't matter, but there are occasions when you'll need a certain number of lemmings to complete a game.







# — now it's twice as good

They're cute, they wear outrageous green wigs and they're more suicidal than a kamikaze convention. *Mat Broomfield* puts on his silliest squeaky voice and joins the tribe . . .

One of the original game's greatest faults was that it became far too difficult too soon. You needed the reflexes of a snake, and the brains of Einstein to complete it.

Lemmings 2 brilliantly manages to avoid the same pitfall by lowering the number of creatures that need to be guided to safety.

However, if you find simply saving a bare minimum number of lemmings too easy, you can always try to get a higher number home. This may totally alter the game, for in most cases it's a piece of cake to get a single Lemming home, but it can do your brain serious damage trying to get them all home!

In addition to the skills that you can teach your lemmings, there are sometimes pieces of equipment (such as trampolines, catapults, swings, etc) simply lying around the landscape.

Any lemming that encounters one of these items will immediately attempt to use it (providing it's not already in use). These objects are usually critical to your success, and add yet another dimension of fun to the game.

And that really is what this game is all about. There are loads of games that are good, or entertaining or addictive, but Lemmings 2 is funny from start to finish, often sidesplittingly so. The game's programmers have obviously got an absolutely wicked sense of humour because some of the elements of Tribes are just plain warped, there's no other way to describe them!

In terms of bad guys, you've got to contend with dragons that fry you, machines that turn you into ice cubes, vacuum tubes that suck you till you burst, hands that grab you from

nowhere, pistons that squidge you flat and tons of other equally nasty stuff.

On your side, you've got skills such as Icarus wings, bazookers (sic), laser guns, magno-boots, divers, skaters, surfers and swimmers, and that's not even one-fifth of the list!

What really elevates this game to hysterical levels, is the sheer brilliance of the animation. I mean these lemmings are only tiny, yet each of them is given great personality by the way they move, and sometimes it's a real scream just to watch the antics of these little guys as they wiggle their way across the screen.

I particularly like the cannon animation when a lemming lights the fuse of a large cannon then briskly climbs into a barrel in time to be fired across the screen, little arms and legs waving frantically as he flies.

If you're lucky, he'll simply knock himself out when he lands, in which case he'll bounce like a wet kipper and lay motionless for a few moments before he springs back to life ready for you to control him.

Lemmings 2 greatly surpasses the high standards set by its predecessor. The variety of levels combined with the 12 tribal landscapes and the huge number of skills ensure that it will remain entertaining for a long time to come.

For maximum value, I suggest that you get the munchies in and invite a friend round. That way you can enjoy the game's humour between you!

Put this at the top of your shopping list!

## VERDICT

Presentation .....	90%	Short Term Play .	80%
Graphics .....	75%	Long Term Play .	90%
Sound .....	75%	Funability .....	99%
Gameplay .....	95%	Absorbability .....	95%
OVERALL .....	90%		





## MEGA DRIVE

**THE HUMANS** is a puzzle game about a group of primitive tribesmen trying to survive everyday life in the Stone Age. Control the tribe while they try to discover the spear, fire, the wheel and other items. Control them as they fight dinosaurs, or each other. Will the human race ever grow to today's standard?

### New items to invent:

**THE SPEAR** Can be used for throwing, poking and also for jumping. You may ask how you can jump with a spear! Pole vault over any gap. The distance you jump can be controlled accurately.

**THE WHEEL** The wheel, when you have found it, can be used as a unicycle. You can race around, leap over gaps, and run over any stray humans.

**THE ROPE** You can use this to lower humans over ledges or let them climb up or down from inaccessible areas. It can also be thrown across gaps to help you get across.

**FIRE** Other than for burning bushes, this can be used for poking out the eyes of dinosaurs, and getting them to turn round.

You will be treated to a bonus game every couple of rounds, where you can rescue one of your captured humans from his trap. Then he will join your tribe.

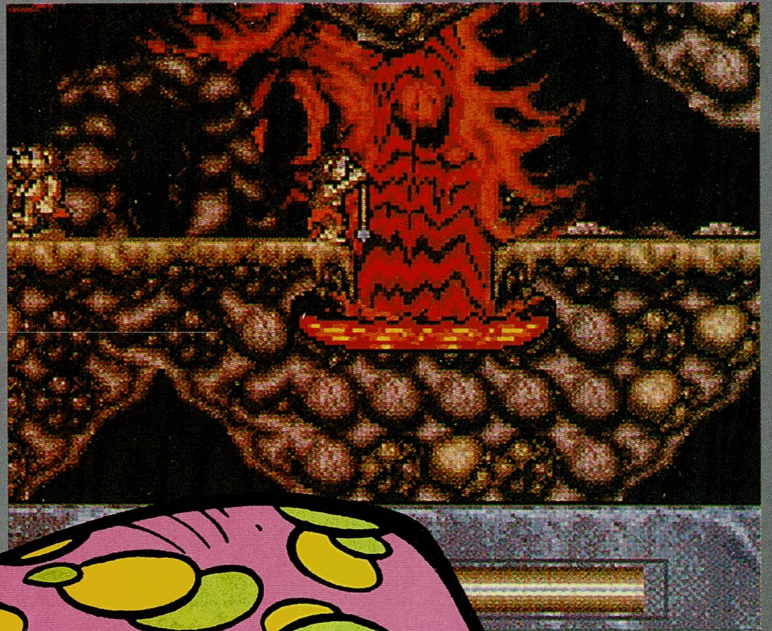
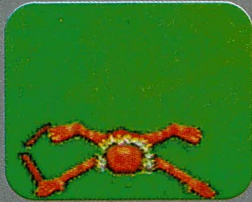
If one of your tribe wanders too close to a dinosaur, will quickly become a tasty snack. This is a must game for determined puzzlers, as it is a very good example of its genre.

THRO  
78%

JUMP OUT OF TRO



# THE HUMANS



OUR SPEAR



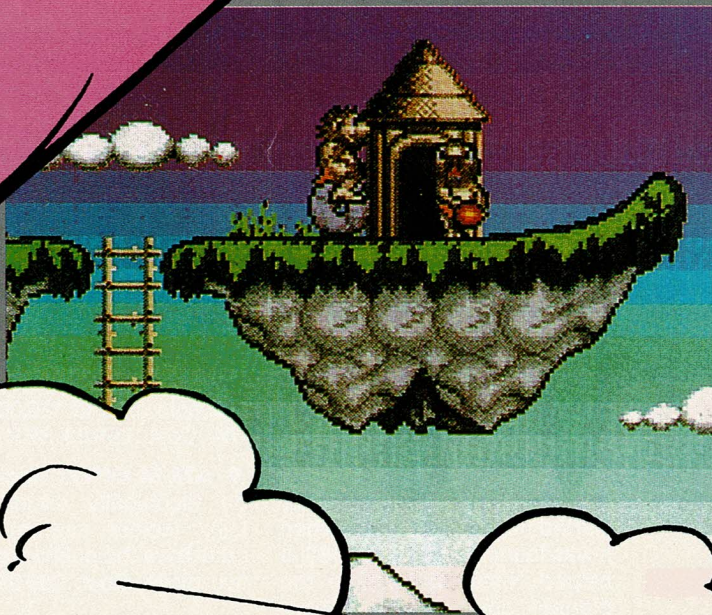
CATAPULT YOURSELF



BURN IT UP



ROLL INTO ACTION





# CONSOLE

## Yoursell



*The console market has taken the UK*

*by storm. Here, Game Mania gives you*

*the low down on the available gear...*

**T**he console market has taken the UK by storm by taking the mystique out of computer games. Players don't need a keyboard or a monitor. They just plug the machine into the TV and control the images using a simple handset.

The games are contained on cartridges which are almost impossible to pirate. The biggest companies, Sega and Nintendo, are well known to most video dealers. They control the manufacture of cartridges, which means that any publisher wanting to produce a game for Sega or Nintendo equipment must have an official licence. Therefore, both companies manufacture their own games and those of their licensees.

### CONSOLES

#### SEGA ◆

Considered the more streetwise company, with the edge in the UK market. Games retail between £19.99 and £39.99 SRP. Its console-format machines are:

● **MEGA DRIVE:** This powerful 16-bit machine has been on the market since 1990. Cost: £129.99 SRP with game.

● **MASTER SYSTEM:** Sega's 8-bit machine, launched in 1987, is really meant for younger players. Cost: £49.99 to £89.99 SRP with game.

#### NINTENDO ◆

While Sega may be slightly better known to dealers, Nintendo is the bigger company with a greater worldwide market share. Games retail between £19.99 and £49.99 SRP. Its console machines are:

● **SUPER NES:** 16-bit machine. Nintendo has its work cut out to catch up with the Mega Drive. Cost: £159 SRP.

● **NES:** This 8-bit machine started the console boom when it was launched back in 1988. It helped Nintendo become the biggest company in Japan. Cost: £54.99 to £79.99 SRP.

#### NEO GEO ◆

A newly-launched system with a tiny market share. Machines cost £299.99 SRP, while games

range from £99.99 to £149.99 SRP. Designed for rental.

### HANDHELDS

THESE are the portable versions of console machines with software which retails from around £25 SRP.

#### ● NINTENDO GAME BOY:

The market leader, which the company estimates had sold 750,000 by December 1991. It has a black and white screen, but it is the smallest of the handhelds. Cost: £79.99 SRP.

● **SEGA GAME GEAR:** This machine with a colour screen has sold around 130,000 in the UK. Cost: £99.99 SRP.

● **ATARI LYNX:** Reckoned to be technically excellent, the Lynx (colour screen) doesn't quite have the public profile of its two rivals. Cost: £89.99 SRP.

### 16-BIT HOME MICROS

THESE are the second generation of domestic computers which specialise in playing

games software. As 16-bit machines, they are faster and offer better graphics than the first generation 8-bit machines. Games come on 3.5 inch floppy discs which are, unfortunately easily copied. The two 16-bit home micros are:

● **AMIGA:** The most popular machine, with nearly a million units in the UK. Cost: around £349.99 SRP. Games retail for around £24.99 SRP.

● **ATARI ST:** The ST is now acknowledged to be lagging behind the Amiga, even though it's cheaper (£299 SRP). Software prices are the same as for the Amiga.

### 8-BIT HOME MICROS

THE first machines to take games out of the arcades and into the home. The formats are Sinclair Spectrum, Amstrad CPC and Commodore 64. They all use cassettes to run games, although versions of the Amstrad and Commodore use a disc. The games still sell (at around £10.99 SRP) because of the sheer number of machines on the market. But there is no real growth potential here.

### PERSONAL COMPUTERS

MANY people have their own PCs (IBM-compatible personal computers) for word processing or accounts. But few have used





s new Mega CD system  
welcome boost to  
popular Mega Drive

them for playing games. However, this area is now perceived as a growing one. PCs are sometimes called IBM compatibles, since IBM dominates the home PC market. Games sell for between £30 to £55 SRP.

### CD SYSTEMS

PUTTING games on a compact disc means manufacturers can make home entertainment CD machines incorporating games, music, educational programmes, even movies. Still in its infancy, this is believed to be the games market's future.

● **INTERACTIVE CD:** These machines play educational programmes, "electronic books", music with graphics and games. Commodore already has its CDTV on the market (£499 SRP), and Philips will unveil its CD-I later this year.

● **CD-ROM:** Using a CD rather than a floppy disc means instant loading, virtually guaranteed prevention of piracy, and improved sound and graphics. IBM-compatible CD games are already out (around £34.99 retail). The Commodore A570 converts the Amiga home micro into a CD-playing games machine. Sega have released the Mega CD, which slots onto the Mega Drive. Nintendo is also developing its own CD machine. ROM stands for "Ready Only Memory" — which is memory for loading games programmes, not for storage.

### DISTRIBUTORS

IN THE computer games business, distributors are the equivalent of what video dealers call wholesalers. They probably have more clout than their video equivalents, since the software publishers (what video calls distributors) often don't have their own sales and distribution departments. Nintendo games and machines have traditionally gone through one company, Bandai UK, although some software publishers for

Nintendo, such as Acclaim, have broken away from Bandai and set up their own distribution deals. All the games on other formats and their accessories go through the distributors, the biggest of which are Centresoft, Columbus, Leisuresoft and Gem.

### SOFTWARE PUBLISHERS

ALTHOUGH both Nintendo and Sega produce their own games, much of their catalogue is the product of licensed third-party publishers. These companies devise, programme and often market the games across all formats. It can take years to come up with original and challenging games. Licensed products are big business, since film simulations such as *Indiana Jones And The Last Crusade* and endorsed games guarantee a certain number of sales and an easier way to get press coverage.

Software publishers usually release games on the home micros first, followed by consoles/ PC, and then handhelds. Among the best known companies are Ocean, Electronic Arts, Mindscape, Domark, Virgin, US Gold, Gremlin, Microprose, Acclaim and Psygnosis.

## GAMES Jargon

■ **CART:** Short for console cartridge.

■ **COIN-OP:** Adapted from an arcade game — for example, the driving game *Out Run*.

■ **BEAT-EM-UP:** A game which primarily involves "beating up" opponents — for example, *Double Dragon III*.

■ **SHOOT-EM-UP:** A game which primarily involves shooting opponents — for example, *Alien Storm*.

■ **PLATFORM:** The player learns to solve problems and progresses to new levels — for example, in *Sonic The Hedgehog*, *Super Mario Bros*.

■ **PUZZLE:** Games which test the powers of logic — for example, *Tetrix*, *Klax* and *Columns*.

■ **SCROLLING:** The direction (horizontal or vertical) in which the game's character progresses.

DO YOU KNOW YOUR BITS FROM ROM?



# ALL FORMATS TOP 40

--- FULL PRICE ---

RANK T/W	L/W	WK	TITLE	PUBLISHER LABEL	FORMATS					
1	1	2	LEMMINGS 2	Psygnosis				AG	PC	
2	3	5	SLEEPWALKER — COMIC RELIEF	Ocean		CO	SI	AG	PC	
3	2	12	STREETFIGHTER 2	US Gold	SP	CO	SI	AG		
4	4	14	PREMIER MANAGER	Gremlin Graphics			SI	AG		
5	5	17	SENSIBLE SOCCER 92/93	Renegade/Mindscape			SI	AG		
6	9	73	JIMMY WHITE'S WHIRLWIND SNOOKER	Virgin			SI	AG	PC	
7	6	3	HISTORY LINE 1914-1918	Blue Byte				AG	PC	
8	7	5	LEGENDS OF VALOUR	US Gold				AG	PC	
9	14	58	FORMULA 1 GRAND PRIX	Microprose			SI	AG	PC	
10	17	12	WING COMMANDER	Origin/Mindscape				AG	PC	
11	10	24	ZOOL	Gremlin Graphics				AG		OI
12	12	14	AVSB HARRIER ASSAULT	Domark			SI	AG	PC	
13	8	30	INDIANA JONES — Fate of Atlantis	US Gold				AG	PC	
14	21	19	CAMPAIGN	Empire			SI	AG	PC	
15	13	41	MONKEY ISLAND 2	US Gold				AG	PC	
16	23	5	ULTIMA UNDERWORLD 2	Electronic Arts				AG	PC	
17	18	8	NICK FALDO'S CHAMPIONSHIP GOLF	Grandslam		CO		AG		
18	27	18	LEMMINGS/OH NO MORE LEMMINGS	Psygnosis			SI	AG	PC	
19	16	36	CIVILISATION	Microprose			SI	AG		OI
20	NE	1	SPACE QUEST V	Sierra Online				AG	PC	
21	36	15	ARCHIE MACLEON'S POOL	Virgin			SI	AG		
22	11	4	SHADOWWORLDS	Krisalis			SI	AG	PC	
23	20	14	CRYSTAL KINGDOM DIZZY	Code Masters	SP	CO	SI	AG		OI
24	29	18	DREAM TEAM	Ocean	SP	CO	SI	AG	PC	OI
25	32	18	HUMANS	Mirage				AG	PC	
26	35	6	ROME	Millennium				AG	PC	
27	22	32	F15 STRIKE EAGLE 2	Microprose			SI	AG	PC	
28	RE	25	A320 AIRBUS	Ihalion			SI	AG	PC	
29	NE	1	KGB	Virgin				AG	PC	
30	26	21	LOTUS 3: THE ULTIMATE CHALLENGE	Gremlin Graphics			SI	AG		
31	39	30	GRAHAM TAYLOR SOCCER CHALLENGE	Krisalis			SI	AG	PC	
32	15	11	WWF EUROPEAN RAMPAGE TOUR	Ocean		CO	SI	AG		
33	38	38	FIRE AND ICE	Renegade/Mindscape			SI	AG		
34	NE	1	STUNT ISLAND	Disney/Infogrames					PC	
35	RE	4	TROLLS	Microvalue				AG	PC	
36	31	20	JOHN MADDEN AMERICAN FOOTBALL	Electronic Arts				AG		
37	RE	17	BIG BOX 2	Beau Jolly		CO	SI	AG		
38	19	14	DOCTOR WHO — DALEK ATTACK	Alternative	SP	CO	SI	AG	PC	OI
39	24	38	PGA TOUR +	Electronic Arts				AG	PC	
40	RE	28	THE MANAGER	US Gold			SI	AG	PC	



**PENGUIN**

COMPILED BY **GALLUP**  
**CHARTS**

SPONSORED BY PENGUIN BISCUITS



RANK T/W	L/W	WK	TITLE	PUBLISHER LABEL	FORMATS					
1	3	13	LEMMINGS	Various	MD	SG	SN	NI	GA	GG
2	1	3	PGA TOUR GOLF 2	Electronic Arts	MD					
3	2	15	SONIC THE HEDGEHOG 2	Sega	MD	SG				GG
4	4	12	SUPER MARIO KART	Nintendo			SN			
5	5	8	ECCO	Sega	MD					
6	9	7	STREETS OF RAGE 2	Sega	MD					
7	6	7	ROAD RASH 2	Electronic Arts	MD					
8	7	19	TAZMANIA	Sega	MD	SG				GG
9	8	16	SUPER MARIO LAND 2	Nintendo					GA	
10	16	12	MICKEY & DONALD	Sega	MD					
11	RE	3	GOLDEN AXE 2	Sega	MD					
12	17	19	DESERT STRIKE	Electronic Arts	MD					
13	RE	10	EUROPEAN CLUB SOCCER	Virgin	MD					
14	13	19	TERMINATOR 2	Various	MD			NI	GA	
15	11	19	ALIEN 3	Various	MD	SG			GA	GG
16	18	14	ALEX KIDD ENCHANTED CASTLE	Sega	MD					
17	21	19	SUPER KICK OFF	Various		SG	SN	NI	GA	GG
18	10	10	PRINCE OF PERSIA	Various		SG	SN		GA	GG
19	15	19	MICKEY MOUSE	Various		SG			GA	GG
20	RE	3	TOE JAM AND EARL	Sega	MD					
21	20	4	ALIEN STORM	Sega	MD	SG				
22	14	16	SPEED BALL 2	Various	MD	SG			GA	
23	12	3	CRASH DUMMIES	LJN					GA	
24	23	16	NHLPA HOCKEY 1993	Electronic Arts	MD					
25	25	8	SPIDERMAN & X-MEN	LJN			SN			
26	24	12	SPIDERMAN	Various	MD	SG		NI		GG
27	28	6	KRUSTY'S SUPER FUN HOUSE	Various	MD		SN	NI	GA	
28	27	19	STREETS OF RAGE	Sega	MD					GG
29	32	15	TERMINATOR	Virgin	MD	SG				GG
30	19	5	CALIFORNIA GAMES	Various	MD	SG		NI		
31	39	10	BART'S NIGHTMARE	Acclaim			SN			
32	22	4	G-LOC	Sega		SG				GG
33	NE	1	TURBO OUTRUN	Sega	MD					
34	38	10	BATMAN RETURNS	Various	MD			NI	GA	GG
35	RE	11	PILOT WINGS	Nintendo			SN			
36	33	17	SUPER HANG ON	Sega	MD					
37	26	8	STAR WARS	Various				NI	GA	
38	NE	1	GHOSTBUSTERS	Sega	MD	SG				
39	RE	3	EXHAUST HEAT	Ocean			SN			
40	NE	1	ALISIA DRAGON	Sega	MD					

# ALL FORMATS TOP 40

--- CONSOLE ---



# Shinobi

## The Silent Fury

### GAME GEAR

YOU are the Ninja, and with the help of a band of Ninja Masters you have to retrieve four precious crystals, which are scattered throughout the world.

You can only enter the enemy base when you have collected all the crystals, which you can start to do at any level, except for the last.

You are fighting against evil Ninja

*The Yellow Ninja:* This Ninja can walk on water!!

*The Pink Ninja:* This one you can use to crawl on the ceiling.

*The Green Ninja:* This Ninja is only good for rapid attack, where he can throw unlimited numbers of stars.

If you are a Shinobi fan then this game is for you. There are cool graphics and huge bosses, which will require you to use patience and a little technique.

warriors, all poised to attack you. You have some awesome magic skills to help you and your Ninja buddies.

*The Red Ninja:* This is the first character, and you will have other Ninja as you defeat each boss.

*The Blue Ninja:* This buddy has a grappling hook to swing to hard-to-reach places, or use to fight your enemies.



# DESTROY — with the



When you've beaten up one sumo wrestler too many, or you're sick of seeing dolphins do somersaults, what better way to relax than with something to exercise your mind instead of your trigger finger. *Mat Broomfield* thinks that *Historyline* fits the bill perfectly.

WHEN it was released in 1992, *Battle Isle* proved that a well thought-out war strategy game could still sell enough copies to justify its development.

With only a few exceptions, sequels are rarely as good as the original, whether the original was a game, a book or a film. Fortunately for us, *Historyline*, the long-awaited sequel to *Battle Isle*, is every bit as good as the original game.

As I've already mentioned, it's a war strategy game for two players (both human, or human against the computer). The game consists of a series of battles which take place on landscapes ranging in size from a couple of screens to several dozen.

These landscapes are divided into interlocking hexagons representing movement steps.

Each player starts the game at his Headquarters — lose this and you lose the game. The Headquarters also serve as a repair station for damaged units.

A player may also own one or more of the other two types of building — Depots (which are also for repairs) and Factories (where you can build new forces). There may even be additional neutral buildings available to be captured on a first-come first-served basis.

The game is based on the First World War, and therefore the types of weapons available accurately reflect those that were used at that time.

To make things even more interesting, each of the sides (French and German) has different weapons available, and these

## AMIGA & PC

differences can lead to some surprises on the battlefield!

At the start of a game, each player will find that he has a limited selection of weapons available. In the earlier levels of the game, these will have to last you for the entire game as there are no factories. This means that each game is purely a matter of short-term combat strategy.

As you work through the levels and factories start to appear, you'll notice that the creation of new forces and repair of existing ones begins to play an increasingly important role.

The game is played in two alternating movement and attack phases. Whilst one person is executing their movement phase, you may move any or all of your forces.

Each unit, from the lowliest infantryman, to the most impressive armoured convoy, has an allowance which determines its maximum movement per round.

This figure is affected by the type of terrain being moved over, therefore an allowance of 11 might let you move 11 steps on roads, but only two through mountains or swamps.

Needless to say, different weapons have different degrees of mobility, ranging from aeroplanes which can easily cover 10 steps in a single turn, to heavy guns and bunkers which can't move at all.

Of course, all this moving about and building troops is merely a means to an end. After all of the posturing is over, your aim is the total destruction of the opposition on the



field of battle. Each weapon (infantry and cavalry are also classed as weapons) consists of a number of individual units, usually six. To destroy a weapon, all units must be annihilated and there are basically four ways of doing this.

1. Destroy it with superior fire power: a battleship will soon make short work of an infantry unit for example.

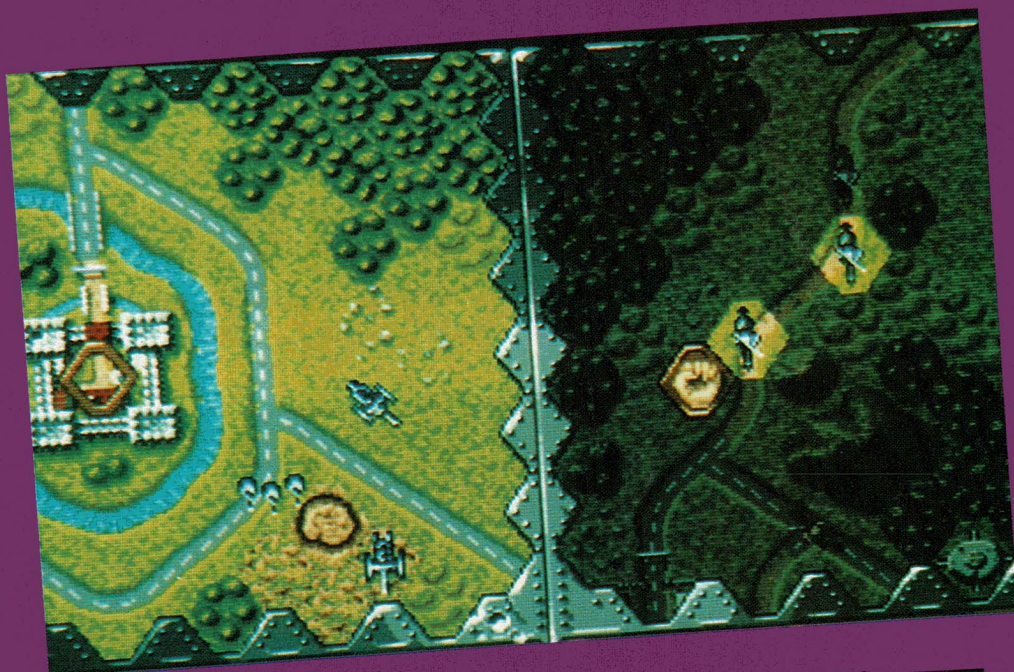
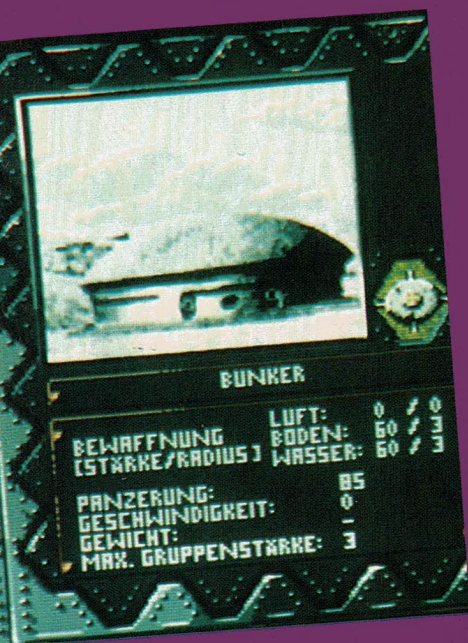
2. Overrun it: even tanks can be destroyed if they're attacked by enough infantry units.

3. Destroy it from a distance: whilst many forces can only attack adjacent hexagons, certain weapons can attack from a range of two or more. When such an attack is occurring, the defender will not usually be permitted to shoot back, thus giving the attacker a totally safe combat round.

4. Destroy them with a weapon they can't defend against: infantry have no defence against planes, heavy guns can't fight infantry.



# Weapons of World War I



Each time a weapon is engaged in a fight, it will gain experience which is denoted by a medal beside its name. The more experience a unit has, the more effective it is in combat.

After six fights, a weapon will gain the highest rating, an iron cross. Such weapons can be truly formidable, and should be wiped out with all speed!

Each of the 42 maps (24 in single player mode and a further set of 24 for two players) represents a fictitious battle fought some two months after the preceding one.

Thus, as the battles continue, the technology available to you improves, giving you a greater diversity of weapons, and making earlier weapons less effective.

This works very well because it helps to create a sense of 'ebb and flow' in the game as the technological advantage swings back and forth from side to side.

One of the most notable additions to this game over its predecessor is the vast number of animations included.

These are used to show everything from individual battles, to news broadcasts and are responsible for the fact that the game occupies seven disks.

Unfortunately, this means that single drive owners are going to be doing a lot of frustrating disk swapping . . .

Overall, I greatly enjoyed this game, and felt that it was much more atmospheric than Battle Isle.

The use of real weapons helps you to get into the spirit of things, and the gradual technological advances throughout the game really gives you something to look forward to.

Pity about the disk swapping, but if you install it on a hard drive, the game is blissful!

## VERDICT

Presentation .....	95%
Graphics .....	85%
Sound .....	25%
Game-play .....	80%
Short Term Play .....	80%
Long Term Play .....	90%
Funability .....	70%
Absorbability .....	90%
<b>OVERALL .....</b>	<b>87%</b>



# Monkey Island 2

## LE CHUCK'S REVENGE

SOLUTION  
BY LEE FORD



WHEN you start off in Scabb Island, pick up the sign to get the spade. When you cross the bridge you have an encounter with Largo, he will nick all your belongings, except for the spade. Keep walking until you see a ship.

Climb in through the window and quickly grab the knife and make your escape through the window. Head for Wally, the cartographer building near the other ship to the north and if you look south you'll see a pile of paper. Grab a sheet and speak to the man sitting down at his desk to find out that his name is Wally. He is a cartographer (surprise, surprise), and he is also looking for Big Whoop (yet again, another surprise).

Now, if you look on his desk you will see he puts his monocle on the desk from time to time. When he puts it down, grab it fast, and don't worry, he won't do anything as he won't be able to see and be a nervous wreck for a while. When you speak to him, he will not know that you took his monocle, just that he misplaced it on his desk and can't find it.

Anyway, go to the exit on the far west, through a door which leads to the hote. Now, use the knife on the rope (this will free the animal) and the porter will chase after him. Get some cheese squinkles from the bowl and exit the door you came in from.

Walk to the south ship. Enter this time by climbing down the stairs and muck around in there until Largo turns up. He will then have a go at the bar keeper, then spit on the wall on the west side. Use the paper in the spit to get some spit encrusted paper (I know it sound sick, but it will make sense later in the game).

Exit via the door you came in. Go to the far west exit, but also to the north, or in another way of saying it, go to the ship in the north. Pick up the bucket and the men will tell to you leave it as it's not yours. Reply, well is it yours? They will say no and this lets you take it.

Now head to the map and go to the swamp. Use the bucket in the swamp and you will now have a bucket full of gunk. Go the cemetery via the map, go north and dig up a grave, then take the bone. Now go back to the place where you got the knife, but this time enter the door on the left. Quickly grab the toupee and use the bucket of gunk with the door and move behind the dressing screen where you will see a funny screen. Go back to the place where you got the bucket and wait for Largo to leave.

Head back to the Largo's room, close the door and get the card on the back of the door. Go back to the place you last went and give the card to the man sitting down by the laundry, he will give you a piece of Largo clothing (a bra). Now you have all four ingredients of a voodoo shopping list which you will need in a minute.

Go to the swamp and climb in the coffin. Head to the voodoo shack. Once inside get the string near the skulls from the west of you, then go east and speak to the voodoo lady. Now, give her the ingredients, that's the bone, bra, paper and toupee. She will give you a voodoo doll of Largo (revenge time) and some pins.

Head for Largo's room and give it to him,

literally. Use the pins in the doll and fun time is here, but alas, there is bad news and it is something to do with a certain beard of Le-Chuck's.

Go to the beach and pick up the stick on the sand. Go to the laundry place, open the box and then use the stick with the string then the cheese things with the box, when the rat goes into the box, pull the string. Open the box, and hey presto, scared rat, take it. Go through the window in the south ship and use the rat in the pot to the west of you and then boiled stewed rat (yyyyuummmmyyy).

Exit into the bar and speak to the man and ask for the special food made by the cook. The bar keeper then throw a fruit and fires the poor old cook. Speak to the bar keeper and ask to eat the nice rat haired soup !!!not!!! No, ask the bar keeper for the job and take it now money money money.

Go to the map and go to Peninsula at the bottom left hand side of the island. Head to the boat house, charter the ship, and give him Wally monicole.

## Premier Manager Cheats

By dialling any of the following numbers into the telephone, you may improve your team's capabilities dramatically. These numbers may be entered as many times as you want. However, these cheats will always work on the first player in a particular position. Therefore, if you want a strong strike force, try entering the corresponding number, but remember to move your new striker out of the first attacking position before re-entering the cheat. Managers will also discover that the cheat changes the player's name. To combat this, simply use the change name facility and enter your favourite players.

Number	Effect
753423	Changes Manager's name to <i>Gremlin Cheat</i> and Keeper's stats to
250967	Changes Manager's name to <i>Mansell Cheat</i> and Defender's stats to
000123	Changes Manager's name to <i>Lotus III Cheat</i> and Midfielder's stats to
220769	Changes Manager's name to <i>Zool Cheat</i> and Attacker's stats to
781560*	Changes Manager's name to <i>ROF Cheat</i> and every player's stats to

\*Also gives a bank balance of £20,000,000!

HA	TK	PS	SH	AGE
99	1	1	1	18
1	99	1	1	18
1	1	99	1	18
1	1	1	99	18
99	99	99	99	99

Naturally, may would-be Premier Managers don't want their name changed to something *Cheat*. There is a way around this, but it does take some time to implement. When starting a new game, enter four names; your own and three dummy ones. Enter the *ROF Cheat* on the three dummy teams, thus giving their players stats of 99 and a balance of £20,000,000. Sell your players to the dummy teams for £20,000,000 a time and then buy players from the dummy teams for the minimum asking price. Once you've completed all the necessary transactions, make each fictional manager visit their board and hand in their resignation. Eventually you'll have a team that comprises of top-class players and a bank balance in excess of £60,000,000!



# ZOO!

## ARCADE GAME TIPS

### GENERAL TIPS

On the title screen type "Goldfish" to activate the cheat mode. Whilst you are on the title pages pressing F1-F6 will allow you to start the game from any world you want.

Once in the game the cheat mode has the following effects: Pressing 1) gives Zool a shield. 2) Skips to the next stage. 3) Skips to the next world. 4) Ends Zool's current life.

### SWEET WORLD

**1.1** Zool's flying sword attack can destroy some lollipops to gain extra bonuses.

The first wall to the right of the second restart point can be punched through to gain a super bonus.

Just above the second restart point there is also a vertically moving platform, jump on this to gain access to an extra life.

**1.2** Try to complete this level as easily as possible, if you pick up a shield move as fast as you can towards the exit.

Watch out for large drops they normally have spiked bottoms.

**1.3** You will encounter a series of boxes with Hit written on them. Hit the first and third boxes to gain bonuses.

There are two possible ways to defeat this level, you may take on the end Boss, in which case the best tactic in dealing with him is to stand at the left of the screen, leaping up to avoid his bombs whilst shooting him as fast as you can.

The second way to defeat the level is to let your timer run down to 50 at which point the first right hand wall at the start of the level can be punched through, this allows you into a secret room containing bonuses, extra time, two extra lives and an exit to complete the world.

### MUSIC WORLD

**2.1** Look out for the small remote controls as they are the restart points for the Music World.

Use Zool's flying sword attack to destroy the speakers and gain extra bonuses.

Jump up into the bell and you can use it as a shield to get past a lot of baddies, just press fire whilst inside to break out.

Hidden level ... Directly above the first restart point (about a screen above) is an invisible entrance to the first shoot 'em up bonus level.

Hidden level ... The first piano you encounter doesn't appear to do anything, however if you play the 'Close Encounters' tune you will enter the second shoot 'em up level. (For those not too sure what the tune is, use the grey, white, black, red, green notes in that order).

**2.2** It is very important on this level to be able to use the piano's, so take your time getting used to hitting the right notes. If you make a mistake jump off the piano and move away a little then start again.

On the first piano you come across use the brown, yellow, red, orange and green notes to create a large note over the piano, jump onto this to enter a hidden room which contains bonuses and a new set of notes. Enter these notes on the same piano: brown, orange, green and dark blue, to gain an extra life.

When you reach the next piano (which is located at the end of the level) enter these notes: red, yellow, light blue, dark blue. Another large note will appear, jump on this to be carried to the exit.

**2.3** Try to keep going as fast as possible on this level as you don't have much time.

On long runs use Zool's sliding attack to kill the baddies.

To kill the boss monster you must shoot the guitar whilst its eye is open. You must stay near the left edge of the screen dodging the lightning bolts and destroying the fruit that is fired as you.

### FRUIT WORLD

**3.1** Watch out for the bananas that act as restart points. You can gain extra bonuses by crouching down and pulling radishes from the ground and also by cutting the tops off some carrots. Stand still and keep destroying falling grapes to replenish health. Try and work your way along the top of the level as near the end you will find an extra life.

If you find the exit but do not have enough bonuses to complete the level work your way back and look for a slightly different route.

**3.2** Punch through the first right hand wall to gain lots of bonus points.

Remember, to bounce on the can lids to get to extra bonuses and gain an extra life.

You will come across a hole filled with bonuses in a V shape, punch through the left hand wall to gain extra bonuses.

**3.3** Punch through the first low right hand wall to gain bonuses. At the next big left hand wall (by a tree) punch it for even more bonuses.

Continue on until you find a series of fruit cans, bouncing on the lid will propel you to gain an extra life.

To kill the Boss, first of all shoot the alarm clock (which is indestructible) to wake the banana up. When attacked try to stay to the left of the screen whilst shooting the banana. If you die while fighting the banana (a likely occurrence) you can get back to him from the last restart point by just running right and shooting as fast as you can, this should take care of all the enemies in between and keep Zool safe.

Remember even with the banana destroyed the alarm clock will remain so don't get caught out.



### TOOL WORLD

**4.1** Watch out for the blocks of wood with nails in, these are the restart points for the Tool World.

The darker shades of wood invariably lead to lots of bonus points.

Hidden level ... Go right from the start of the level until you come to the first wooden platform, take Zool to the top and jump left from the far left hand edge of the wood to enter the third shoot 'em up level.

**4.2** It can be very hard to gain enough bonuses on this level so try not to miss any you see, especially large groups.

**4.3** Quite possibly one of the hardest levels in the game. The best bet is to search the beginning part of the level for as many bonuses as possible as they get much more scarce the further you progress.

When you finally meet the Boss Monster go for his eyes as quickly as possible, speed is very important here as the drill takes out the ground beneath Zool. If you've got the energy it can be worthwhile to take a couple of hits in order to get several attacks in on the drill.

### TOY WORLD

**5.1** The restart points for this level are nice recognisable HIT signs. Watch out for low fast moving clouds and the tanks which will fire at you. Also remember that you can only stand on the red and green blocks, not the blue or orange.

Hidden level ... Travel right from the start of the level until you come to the giant bonus panda. Jump onto the left hand blue column and jump left, you should hit the hidden entrance to access the fourth and final shoot 'em up level.

**5.2** Very similar to level 1. Basically just be careful and remember to use the restart points and you should find this quite an easy level.

**5.3** Be very careful about dropping down any gaps as they could well be spiked.

At one point you will arrive at an area containing several very similar looking holes, drop down the sixth hole to progress. To kill the Robot Boss shoot at his head but watch out when he opens his chest as he will shoot back.

### FAIR WORLD

**6.1** Again the restart points are well marked and look similar to those of level one.

Try to let the Hammer Monsters hit the base of the bell machine and if you've positioned Zool correctly he will be carried rapidly upwards.

**6.2** If you come to a dead end on this level then hang around awhile and you may well see a balloon come into sight after a few moments which will carry Zool onwards.

Also if you can't see where to jump next take the biggest jump you can, there may well be a platform some way away.

**6.3** If you see bonuses you can't reach see if a balloon is around to lift you up.

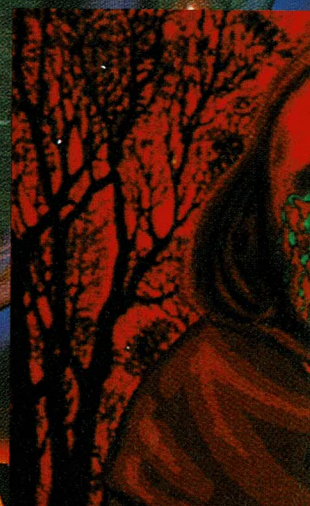
To complete the Zool arcade machine: Start the machine and keep jumping on the red button, when an obstacle appears walk onto the white button to jump over it, then revert back to jumping on the red button. When you have completed the machine you will gain three extra lives.

To destroy the final Boss, the evil clown, stand on the first platform duck down and shoot him in his large central eye.





The vast outer world  
is far from friendly.



The unsuccessful recei

# ABANDONED PLACES

AMIGA  
1 MEG



# A GREAT GAME FOR FANTASY ROLE PLAYING FANS!!!

FOUR hundred years after the death of Bronagh Prince of Evil, Pendugmalhe his creator has waited his time to take his revenge on the kingdom

## HUGE DUNGEONS

of Kalynthia and has now travelled between the plane of the two two worlds to sow evil in the very souls of the people.

Aware that this will mean the end of civilisation, Dowgen, leader of

## FULL MOUSE CONTROL

the ancients, has recalled the ancient heroes who have spent the last four centuries frozen in a diamonised state.

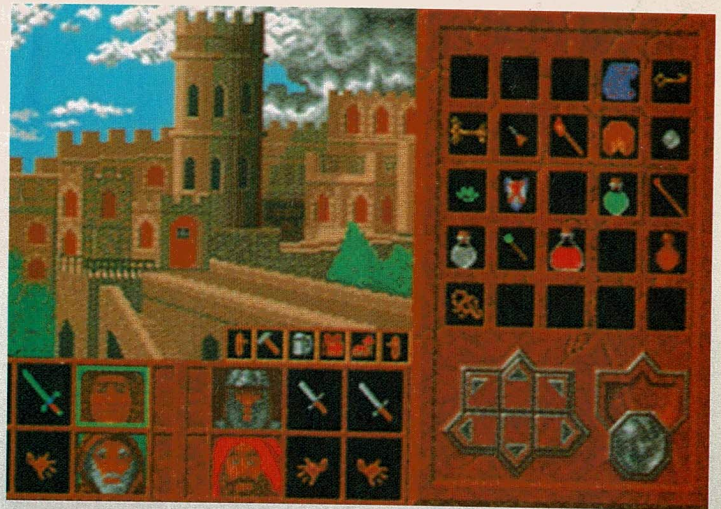
## OVER 32 CHARACTERS

From within the centre of the conjurers circle in the Cellar of the Inn, the meeting recalls Kuhurk, the sword of life, to revive the ancient heroes.

## INSTANT SPELL SELECTION

Your quest is to help the heroes confront and kill Pendugmalhe and his minions in the desperate battle that is to take place in the third dimension.

## ANIMATED SPELLS



Explore the vast reaches of AP2, from Dungeons and forests, to cities and castles.



Uncover the secrets of the villagers and buy provisions to sustain you on your journey.



The atmosphere grips you as the wonder and magic of AP2 unfolds around you.



# SWORD OF HOPE 2

This is the Gameboy at its best!

**H**ere is the game you have been waiting for all you RPG fans. Theo sealed away the Dragon of Darkness five years ago, and since then the kingdom has flourished. Then one day, at the ancient temple protected by the Collin Clan, a giant red bolt shot into the sky from the old temple. This was the beginning of a terrifying prophecy.

You play the part of young Theo, Prince of the Kingdom, and you have got to find out what has happened and put it right.

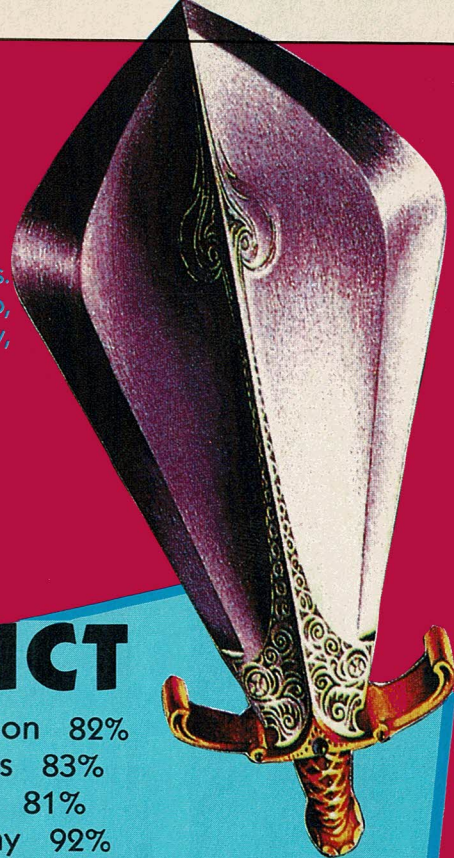
You have to take your companions and save your people who are once again threatened by the evil forces that have started to spread over your land.

This is a grand quest with many small adventures which really require you to think out the solution yourself. You have to keep your wits about you.

This game is not for the squeamish as there is plenty of killing, such as the woodland creatures in the beginning when you go to the weapons shop.

So grab your sword and head for the temple, but stay on guard, and keep those little grey cells working.

This is the Gameboy at its best!



## VERDICT

Presentation	82%
Graphics	83%
Sound	81%
Gameplay	92%
Short Term Play	85%
Long Term Play	89%
Absorbability	91%
Funability	94%
<b>Overall</b>	<b>87%</b>

# YOSHI'S

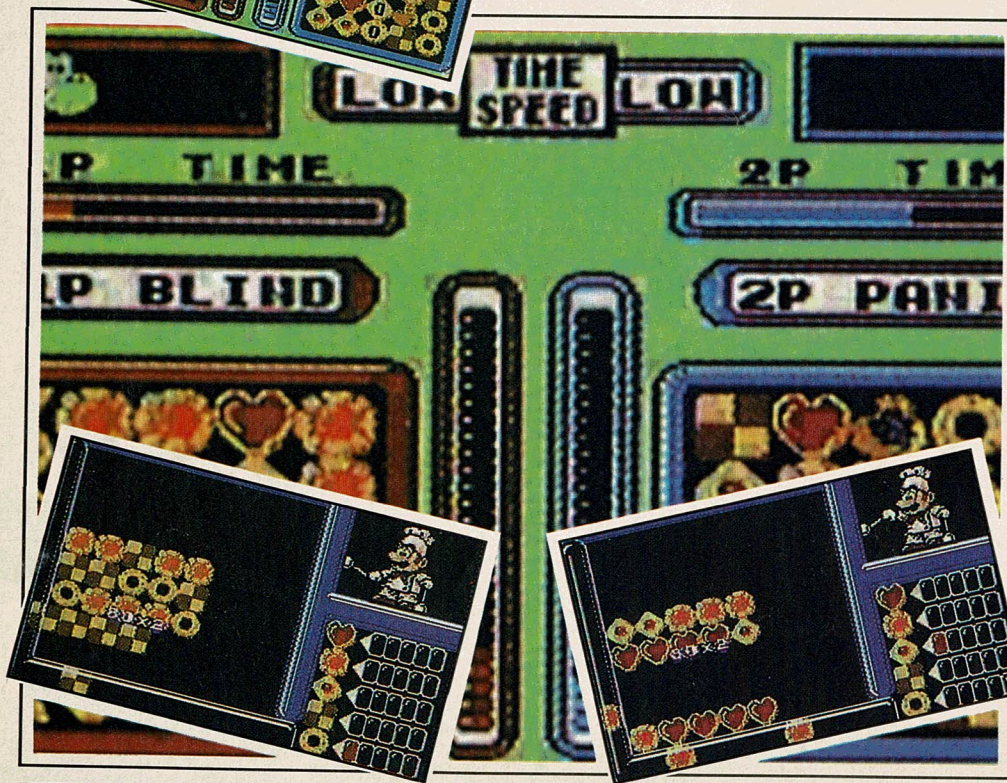
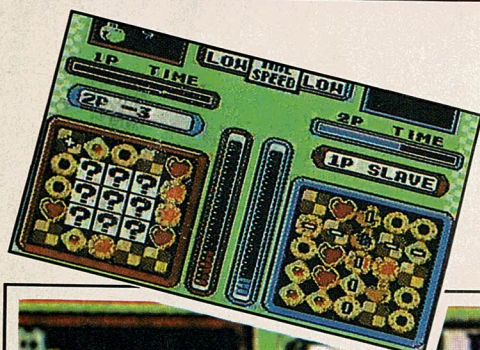
## NINTENDO

YOSHI IS BACK!!!

Another great game for puzzle game lovers. In this game Mario is a baker and he is making five different types of cookies. You have to get all the same cookies in a line, and you receive points for any completed rows. Try the versus mode, this is for two players racing against each other, and the clock, to get the most rows of cookies.

To play — you move the cursor on to any of the cookies, then scroll up or across to try to line up the cookies. A new row will appear from the top and the side of the screen.

# COOKIE







# SEGA CD

**W**ITH his size 13 feet and his immense beer belly, Chuck Rock is not your average caveman, he has a problem because his wife, Ophelia, happens to be the prettiest cavewoman around and is fancied by quite a few other cavemen.

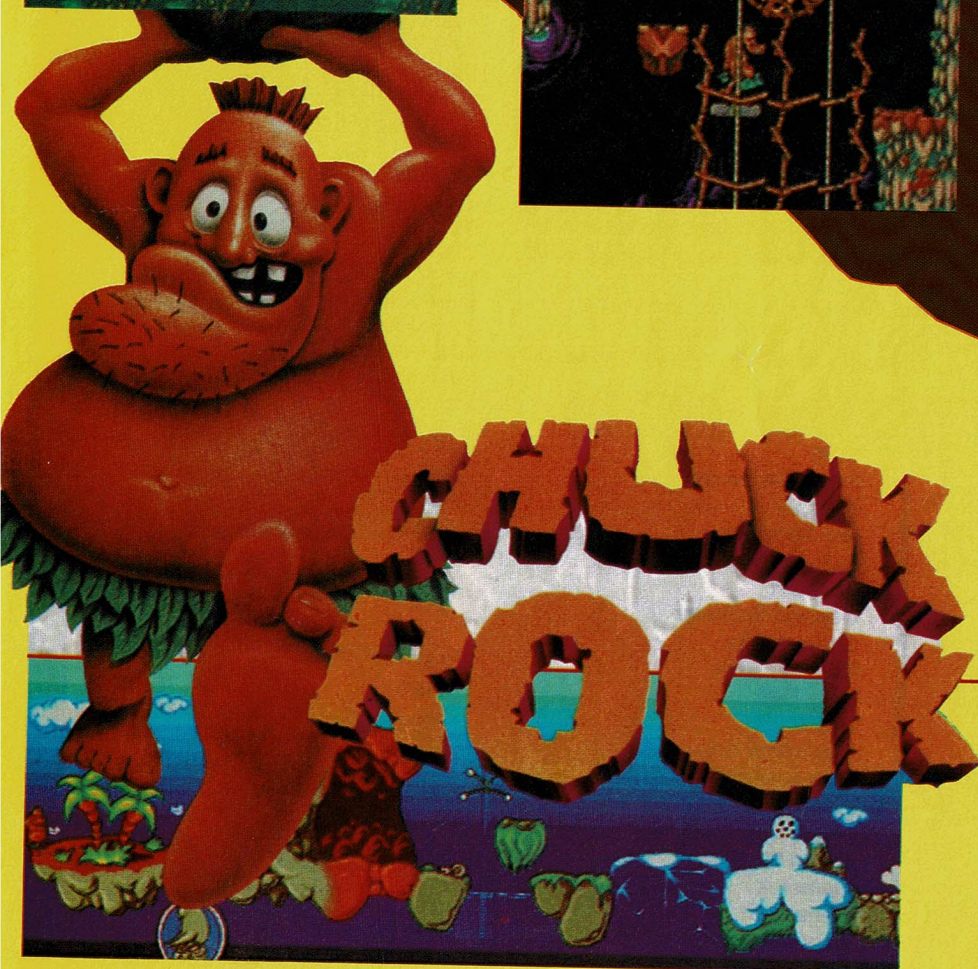
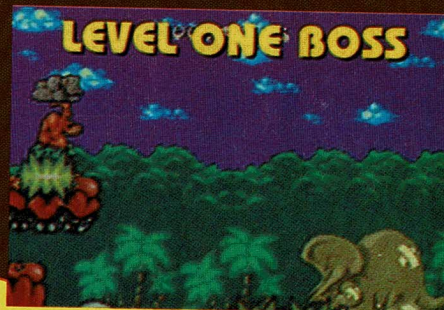
One particular problem is Gary Gritter, who one fateful day decides to kidnap Ophelia.

So, while Chuck is lazily watching TV Ophelia gets snatched, which I might add does not please Chuck, especially as he has to be disturbed from

his snooze and get her back.

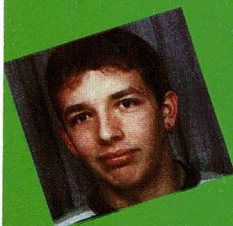
Chuck has to bash his way to Gary's cave, using rocks, his belly, or his odorific feet. He can try to get some of the animals on his side to save Ophelia.

So, come on Chuck . . . get to it!





# As stupid as the title suggests



## GALACTIC WARRIOR RATS

Summit Software — £9.99

Review by Martin Betts

OH dear, what a stupid title! Galactic Warrior Rats? Is this one of those in-jokes for bored executives within Summit Software?

This has to be the most ridiculously titled game since the classic "Dr. Plummets House of Flux", which caused major embarrassment to many when they asked for it in their local software emporium. (*I can imagine — Ed.*)

Stupid titles aside, what is Galactic Warrior Rats about? Well, let's face it, the title was stupid and the scenario is equally so.

A vast supply ship, called Hornsea, has crashed on the (also ridiculously titled) planet, Smeaton Five. The ship's central reactor has exploded, mutating three rats left aboard (yawn) the Hornsea.

The rats soon discover that Smeaton 5 is so polluted, that it's due for destruction. The only chance for survival is to storm the giant computer that has been set for self-destruct. Unfortunately, it's guarded by maniac killer robots (wake up at the back), and it's going to take some skill to stop the computer from blowing up . . . stupid, or what?

The game is actually a viewed-from-above, sprawling, multi-directional, maze and shoot 'em up game. Those old enough to remember Xenon, and the gameplay when using the tank, will have an idea what Galactic Warrior Rats is like. Unfortunately, unlike Xenon, all the action is confined to the tank pod in "Rats", which is, frankly, a bit of a disappointment on the gameplay front.

The gameplay is pretty damn simple; shoot

the baddies, collect the keys or credits left behind, shoot the baddies, etc. All very standard. The first level had me hooked to begin with — it was simple fun, and everything was there for me to keep playing.

As I progressed from level to level, I noticed that there is no attempt to try to inject new life into the simple gameplay, and the five levels don't hold anyone's interest for that long. I was left waiting for a level that had a twist in the gameplay that would keep me glued to the game.

Unfortunately, this never happened, and the game quickly lost interest.

The graphics, especially the backgrounds,

hardly change throughout the entire game, just the odd change of colour and floor pattern.

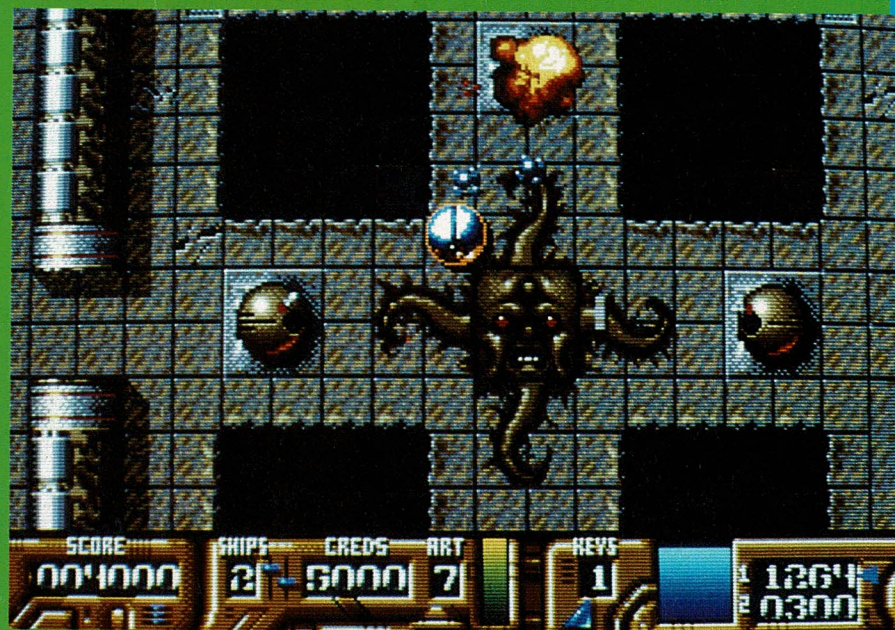
I'll give the game marks for how colourful it is, but when the sprites are as small as they are, the enemy fire is even smaller, and it soon becomes lost in the background during frantic shooting.

Everything's neat and tidy in the graphic department, yet we've seen it all before, many times before.

"Rats" is only a budget game, which Summit claims to be at full price standard. It's a brave attempt to bring full price quality to the budget scene, but it still looks, and plays, like a piece of budget software.

Summit's press release says "Rats with a rrr-attitude", unfortunately it's more like "Rats with a rrr-repetitive gameplay problem".

PC owners needn't hold their breath for the PC version out in late April.



## VERDICT

PRESENTATION	70%
SOUND	74%
GAMEPLAY	69%
SHORT TERM PLAY	78%
LONG TERM PLAY	70%
FUNABILITY	72%
ABSORBABILITY	70%

OVERALL **72%**





## Review by LEE FORD

WE all know Sierra for creating games for computers, like the King's Quest series, and the Leisure Suit Larry's.

Sierra have several parts to it like the Dynamix series. Now a new one has just arrived, the Screen Antics collection including Johnny Castaway.

My first instinct was that it's a game, but it's not. It's a screen saver — that's when you leave a computer for a while and something happens, in this case cartoon animation.

Here is the story line: Johnny Castaway is stranded on a small desert island and wants to escape. Here is a letter from Johnny:

S.O.S.  
Stop Everything!  
Only When You Quit Working,  
Do I Have A Chance To Escape This  
Forsaken Island.  
So Please, Do It For Me — Kill Some  
Time To Save An Old Salt!!!  
Sincerely, Johnny Castaway.

Johnny has many attempts to escape, here are some examples:

When a plane comes, he throws a coconut at it, to get some attention, and blows it up.

He falls asleep when people are around the corner in a boat.

He goes fishing and catches things like fish, crabs, knives and guns.

Once when fishing he catches a shark and goes water skiing, and nearly dies.

There are also options of loading a different background, eg put a picture of a Mutant killing someone in the background whilst he is trying to escape, or a cat etc.

There is also the option to turn the sound on and off and have a password so if you get so far you can go back to it later, or disable it, or re-enable it whenever you want.

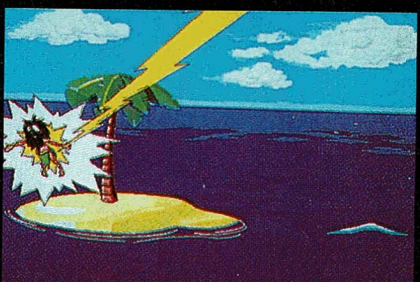
The only real problem is that you MUST have Windows 3.1 and not any other version and you need sound blasters to operate the sound.

On the whole Johnny Castaway is worth getting. It's better to have this than the same old screen and there is eight hours of different footage, so that alone makes it worthwhile, but it is difficult to install.

## Verdict

Presentation	59%
Short term play	54%
Long term play	55%
Adsorbability	57%
Graphics	60%
Sound	78%

**Overall 60%**







## SEGA CD

DO you want to take a trip through 16 different time periods with the Time Gal, in hot pursuit of the notorious Time Bandit?

Travel to the pre-historic era and do battle with the dinosaurs, then jump into the Stone Age, where cavemen chase you waving their clubs, before you transport yourself to the great Coliseum, where you find yourself fighting off the gladiators and tigers.

Why not then move on to the renaissance or a world war, or maybe take part in a desert storm. Or you can take yourself into the future in the final battles against aliens, robots and ray guns.

You make your own decisions, like move up, down or fire your blaster, and on other occasions you have to choose between several choices of action, after using the time medallion.

The randomness of the game forces you to keep alert, and after completing an area, you get a password that will allow you to play back the scene you have just finished, and see all your near misses.

There are two warning light indicators available to you. On normal or easy, the side indicators tell you when and which way to push the pad or fire button.

On hard, you can only use the on-screen flasher, ie, your gun flashing yellow means push the fire button, or if a door to your left flashes yellow, push left.

Any false move means your death, so keep your eye on the tell-tale light indicators.



# TIME GAL



# POWER FACTOR



## LYNX

GET ready for the latest side-scrolling action game from Atari Lynx.

As Redd Ace, strap on your rocket pack, grab your blaster, and blast your way through several levels of mechanical menaces. Your rifle can fire a limited number of powerful shots or an unlimited number of standard ones.

Unfortunately your rocket pack has only a limited amount of fuel, so you have to use it sparingly to fly through the more difficult levels. If you do run out, you can always jump. If your force field runs out you could get killed, so you must replenish it from your shield icon.

You can find various items on each level, which can make your rifle blaster more powerful, but they can only be used at certain times.

Penetrating beam ; powerful laser beam  
Alpha shell ; unlimited amount  
Polecat ; destroys the nearest hatcher silo  
Incendiary ; a ball of flame destroys targets  
Power Leech ; disables arc pods temporarily  
Digital Disruptor ; use with extreme caution

Watch out for the pre-historic beast which can emerge from its shell and shoot power waves at you.

All you Lynx owners, get blasting!



DIGITAL  
DISRUPTOR



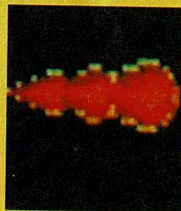
POLECAT



ALPHA SHELL



PENETRATING  
BEAM



INCENDIARY



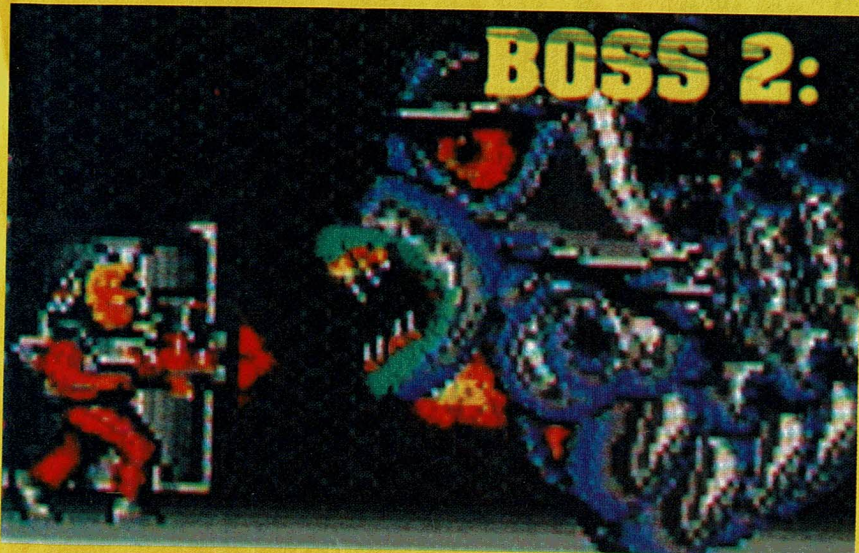
POWER LEECH



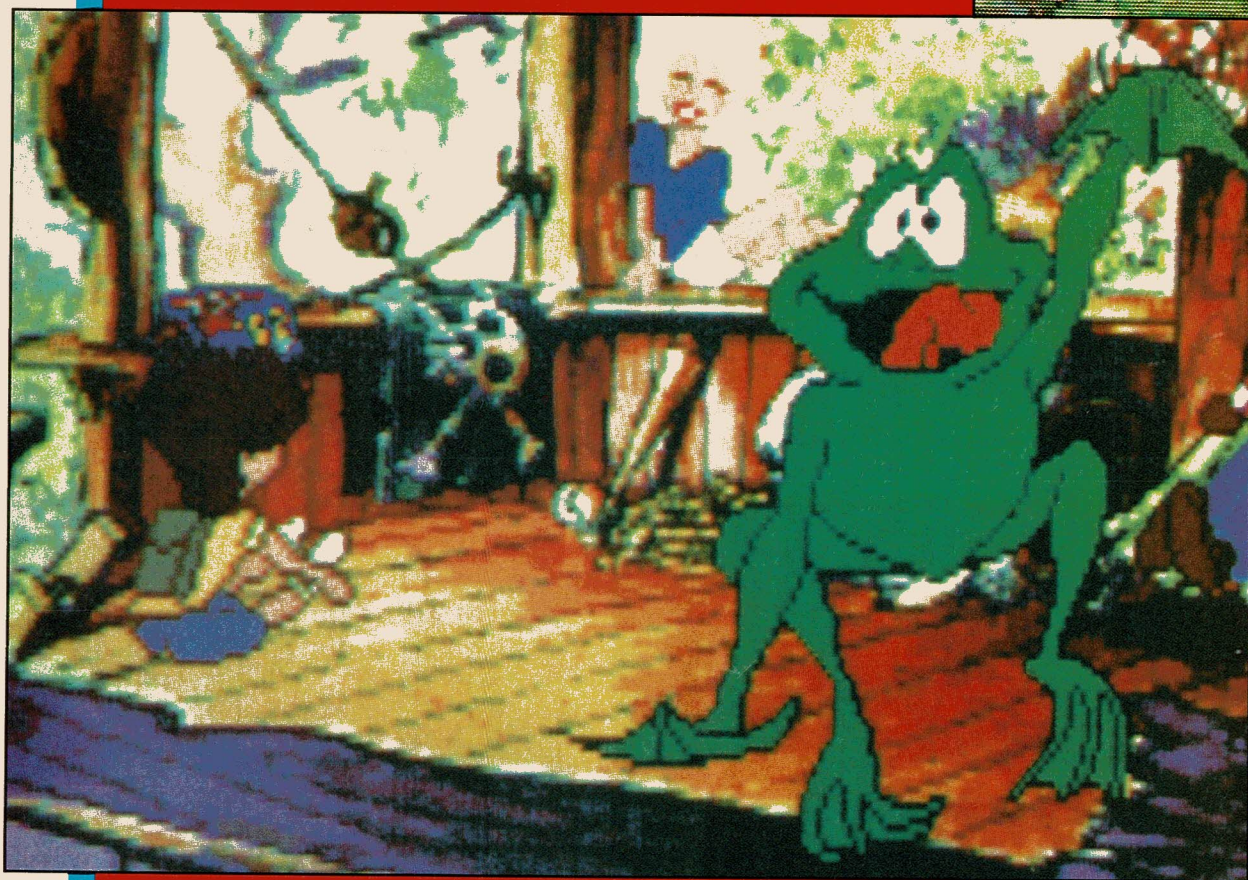
SHIELD



FUEL







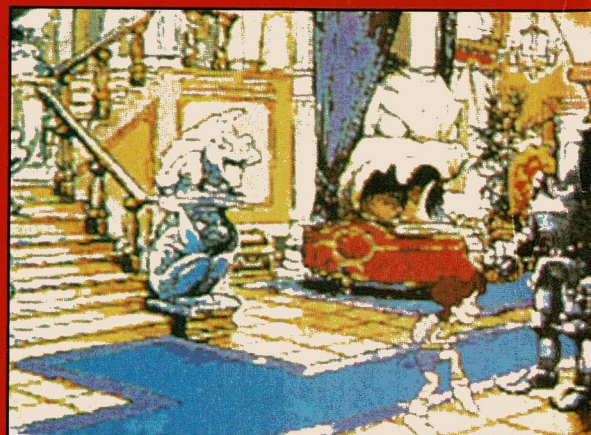
Meet Henry, the wacky frog. He looks like a bundle of laughs, doesn't he?



The knives are out for Willy Beamish in this new adventure.



**PC-CD ROM**



Careful does it. One sudden move and you are in trouble.





JUST how much trouble do you think you could get yourself into if you could be nine years old again, knowing what you know now?

Push your parents to the edge, push your teachers and enter the warped world of Willy Beamish.

You will face neurotic yuppie parents, a ghostly grandfather, a baby-sitter from hell, and a pet jumping frog on steroids.

Remember your tag-along little sister? Just how hard would you have to push, to get her to swing to do a loop?

This fun disc permits you to express as a child all those devious thoughts you have always had. Available in PC format only.

Out now, price £44.99 (exc. VAT).



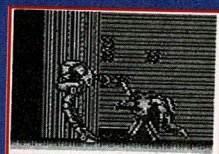
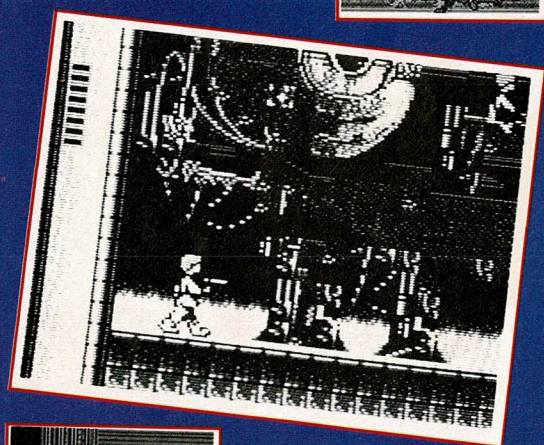


STAR

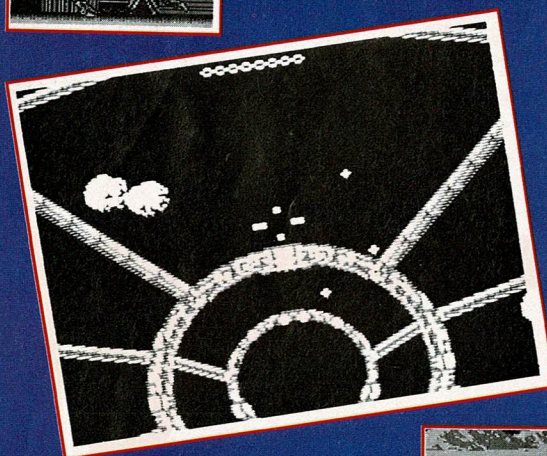
# THE EMPIRE STRIKES BACK

WARS

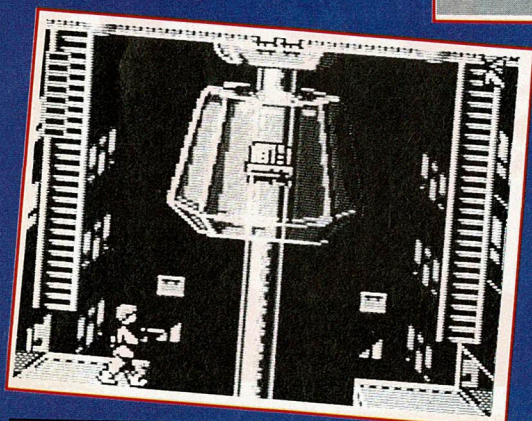
## TAUNTAUN



## AT-ST WALKER



## SNOW SPEEDER



## GAMEBOY

THE destruction of the Death Star did not please the Empire, and they are not very happy with the rebels, especially Luke Skywalker.

Darth Vader plans to use Han Solo and Princess Leia as bait to capture Skywalker and turn him to the dark side of the force.

Master Yoda has taught Luke the powers of The Force which will help him in his quest. Luke can use his Snow Speeder and X-wing piloting skills as he battles against the giant imperial AT-AT's, tie fighters and cloud cars.

On some levels of the game Luke can pilot other vehicles,

such as a Tauntaun, which is like a kangaroo-like creature, in the Hoth Ice Planet.

To use the various powers of The Force, Luke has to find various icons. There is the light sabre, blaster, graphic eye, health, reflect shots, levitate, super jump and speed.

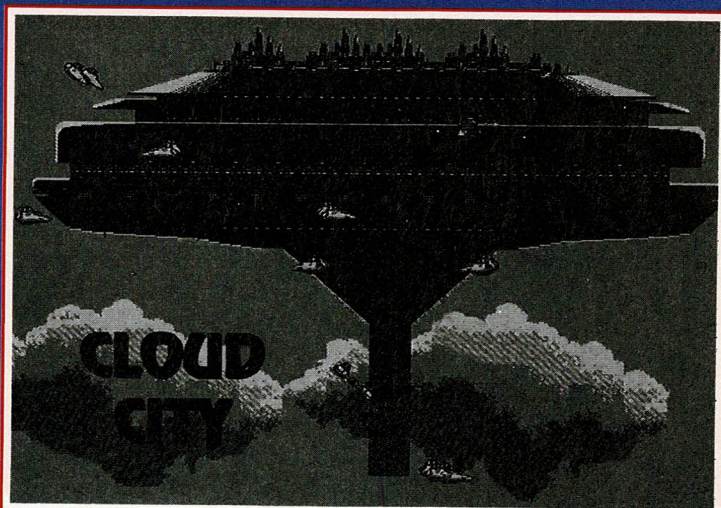
If you are a Star Wars fan then this game is for you. All the main characters of the film are here — Princess Leia, Ben Kenobi and Han Solo.

You will hear the familiar soundtrack from the film during your adventures, each level having a different tune.

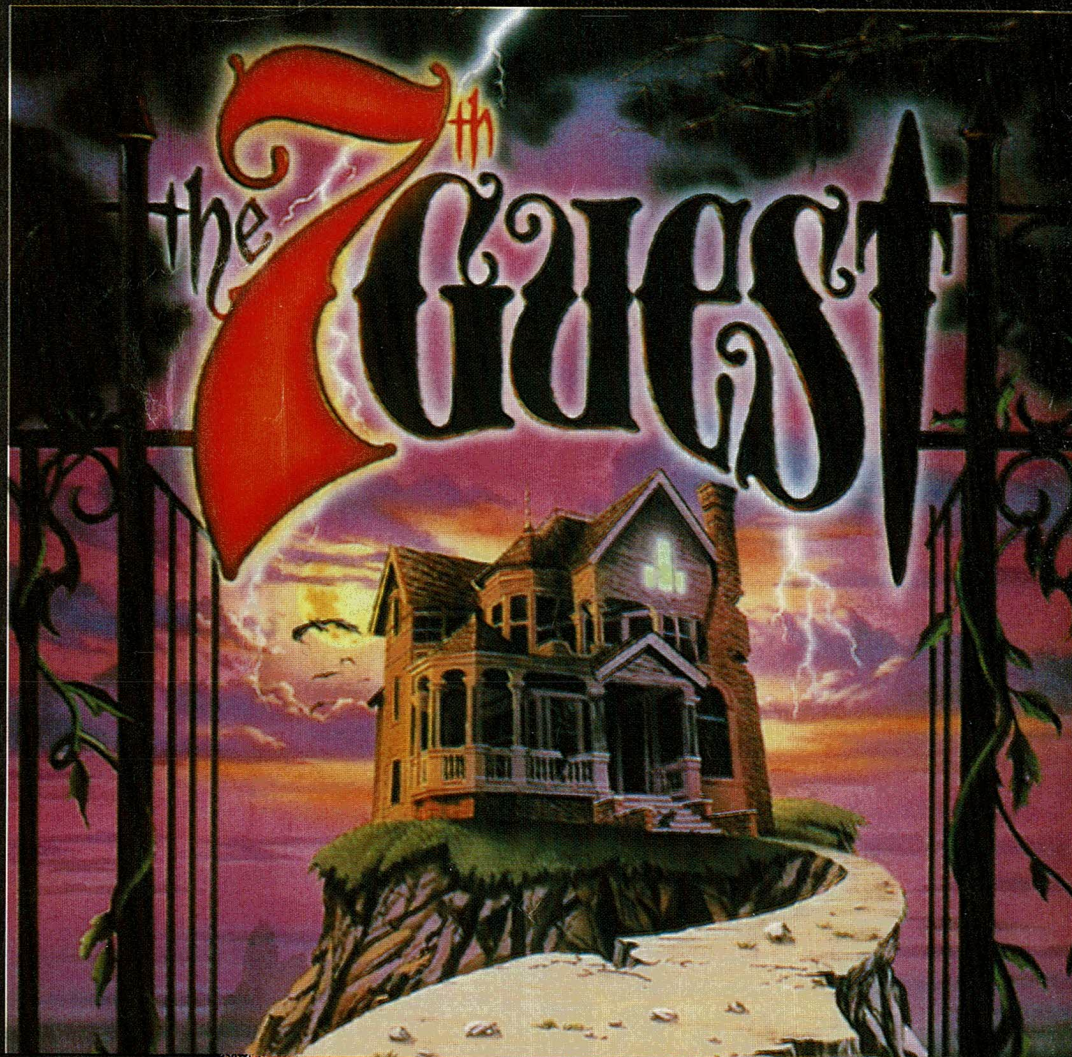
## VERDICT

Presentation	92%
Graphics	93%
Sound	86%
Gameplay	91%
Short Term Play	86%
Long Term Play	95%
Absorbability	82%
Funability	94%

**OVERALL 94%**







HERALDED by industry watchers as one of the most ambitious multimedia undertakings around, publisher Virgin Games and creator Trilobyte, are working towards the release of the Interactive Drama — *The 7th Guest* at the end of March.

This is the first CD-ROM-based interactive computer game to incorporate 3D graphics, live action, speech, and a musical soundtrack.

Based on an original story and screenplay written by Matthew Costello, the first Trilobyte Interactive Drama to be released by Virgin Games features a record-setting 36 minutes of full motion ghostly video and dialogue recorded by real actors and a musical soundtrack by the "Fat Man", of *Wing Commander II* fame.

Eight primary actors and about 15 extras were cast to play out the story of Henry Stauff, an evil toymaker whose world holds a sinister secret.

When a series of children die in mysterious circumstances after buying his toys, the local community begins to ask questions and the plot thickens when Stauff himself meets an untimely demise.

The game begins when six guests are anonymously summoned to the late toymaker's remote hilltop mansion, now eerily vacant.

**"The 7th Guest is like a real movie — it's a roller-coaster ride," says Trilobyte's Graeme Devine.** The big difference is, he says, that the player is given a free rein to follow the story's development any way he pleases, following characters and exploring the mystery of the giant house.

**"The mansion has 22 rooms, and each room has its own secret and a puzzle to solve."** In much the same style as horror classic *The Shining*, *The 7th Guest* has been designed to

constantly hit the player with a combination of straightforward movie-style shocks and more general eerie unsettling imagery.

**"There are parts of this game that are going to scare the player to death!"** Devine boasts.

Two years of painstaking graphical renderings has resulted in a true 3D environment, allowing the player to walk around the mansion with total freedom and watch as scenery scrolls and rotates perfectly around as the player changes his point of view.

According to Devine, due to *The 7th Guest's* groundbreaking use of full frame animation for the CD-ROM and the addition of Morph renderings (as seen in the movies *Terminator 2* and *Star Trek 6*), this game is so huge it would fill not less than 3,000 360K conventional floppy discs.

**"Each of the rooms in the house took us at least a month to produce,"** reveals Trilobyte's Creative Director Rob Landeros.



# パンスト太郎?

## RAMNA 2½



Ramna 2½ is a bit like Street Fighter 2. Like Street Fighter 2 it's 16 meg and it's brilliant. Also like Street Fighter 2 it's addictive and if that's not all, you can be 12, yes 12, different characters, more than Street Fighter 2 and they all have at least two special moves each to activate. They must have combinations like pressing punch fast with two different characters. You can do a super fast punch a bit like the hundred hand slap or by pressing down on the directional pad in the air. Y makes a character throw cards or does special moves with others or by holding B and then pressing < > and then letting go does special moves a bit like sonic booms.

The game itself is brilliant and has four skill levels: easy, normal, hard and red, weird hey and has several different modes which are normal like SF2 or 2 player vs or 2 player Rumble like in WWF's survival series and it's good fun as well.

First of all you can only be 10 until you complete it 1 to get an ending you must complete it twice.

REVIEW BY

LEE FORD



## VERDICT —A MUST—

● Presentation	83%
● Short Term Play	85%
● Long Term Play	87%
● Absorbability	84%
● Graphics	88%
● Sound	90%
● Overall	88%



# !?!

## S♦N♦E♦S

### JAP IMPORT



The game is brilliant and well worth buying. It's weird but great, and because most of you can't read Japanese writing you'll have to figure out the other moves and the story line for yourself.

## HERE ARE THE CHARACTERS AND THEIR SPECIAL MOVES

### Ramna (male or female)

Y+B together = firewalk fire surrounds you  
shout you shout Didiontontiha

Y fast = Fast punch

B held up+down then let go  
= Rolling fire on the ground

### King of Cards (male)

When in the air down+B = Throws 5 bionic cards

B held <> = Throws dart through card bow

### The Panda (male)

Y fast = Paw slap

B held <> = Charging paw attack

### Spade Girl (female)

B held <> = Throws 3 mini spades

B held up down = Throws 5 mini spades

### Oriental Ninja (female)

Y+B = Tyoe of dragon punch

B held <> = Charging attack

### Magic Pockets (female)

Y fast when in air = All weapon attack

Down + B = Claw swipe

### Purple Ninja (female)

Y+B = Flip kick

### Forest Boy

Y+B = Fireball

Up down B = Ground fireball attack

### Teddy Boy (male)

B held up down = Teddy throw

### Last two men:

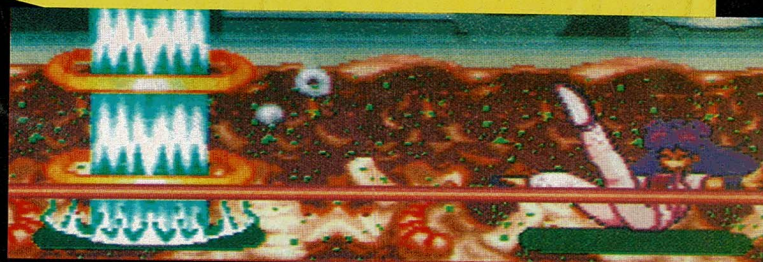
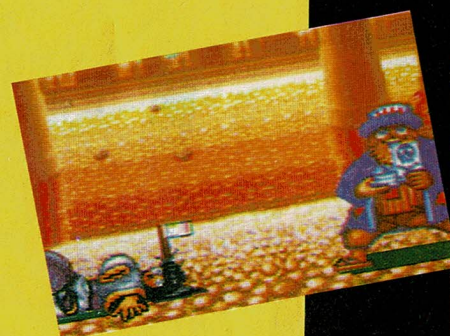
#### Bully (male)

In air down + B = Flying bull

B held <> = Charge attack

#### Bull Tamer (male)

Y+B — Lightning flip attack kick





Try your skill now

If you have answered last month's question correctly, carry on with the second of the three questions

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YES, you could win a superb holiday for FOUR people at the new Euro-Disney resort, just by entering our simple competition.

In this and the next issue of Game Mania, we are publishing the last two questions. Answer these all correctly and you could be on your way to Euro-Disney with your family.

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See all your favourite Disney characters and enjoy the most amazing rides and attractions ever gathered in one place. It's a once-in-a-lifetime opportunity.

But first you have to answer this month's question: *In which state is Hollywood?*

If you believe it is in California, then dial 0839 994467; if you believe it is in Florida, then dial 0839 994468; if you believe it is in New York, then dial 0839 994469.

Then leave your own name and address.

The maximum cost of a call is less than £2 — but please ask the permission of your parents (or the person who pays the phone bill) before calling.

Next month Game Mania will print the last question. Everyone who answers all three questions correctly will be entered into the draw for this super Euro-Disney holiday.

So start thinking.

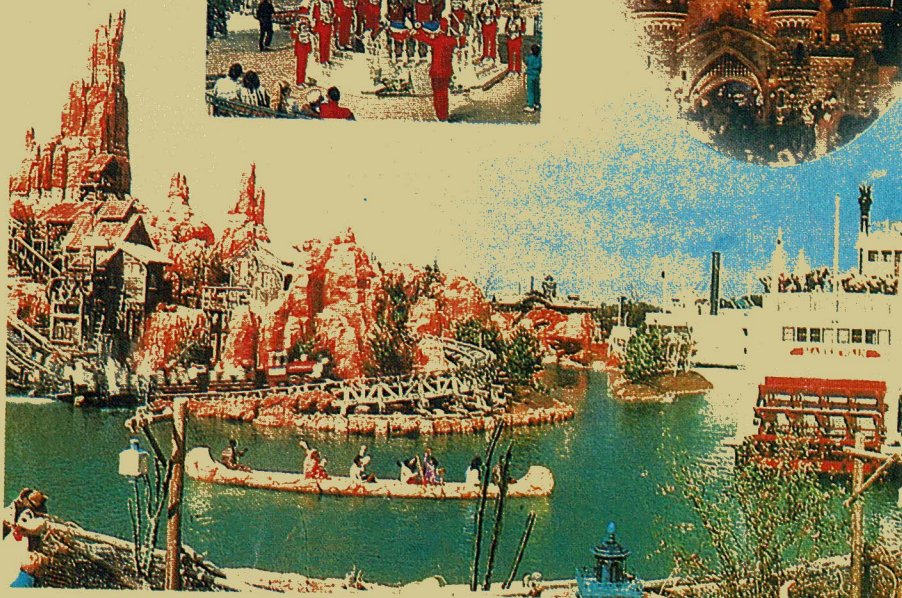
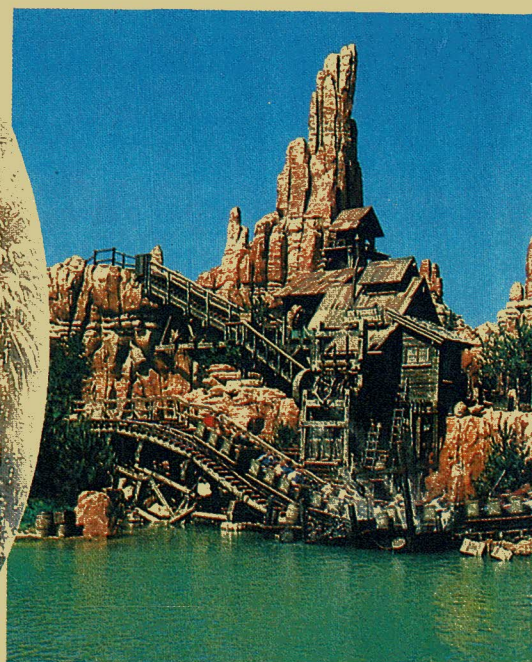


### WHERE IS HOLLYWOOD?

California — ring 0839 994467

Florida — ring 0839 994468

New York — ring 0839 994469





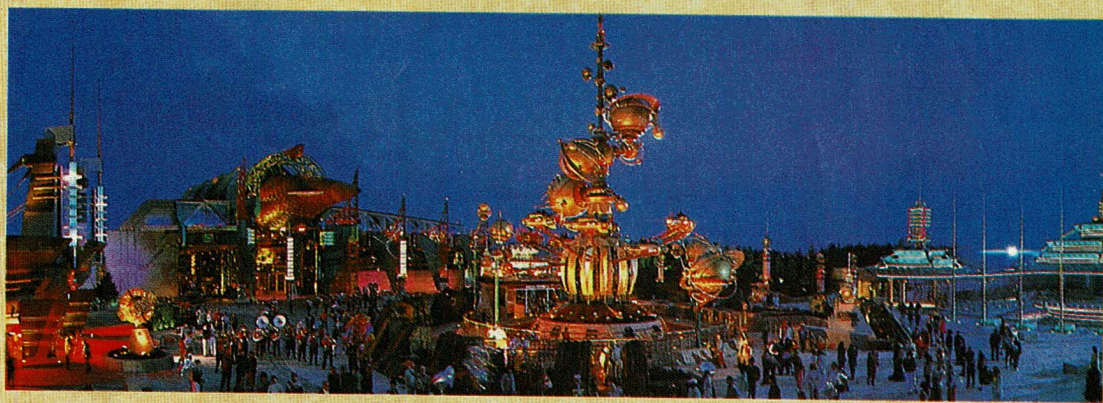
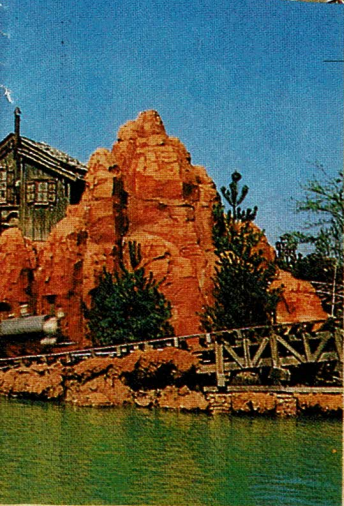
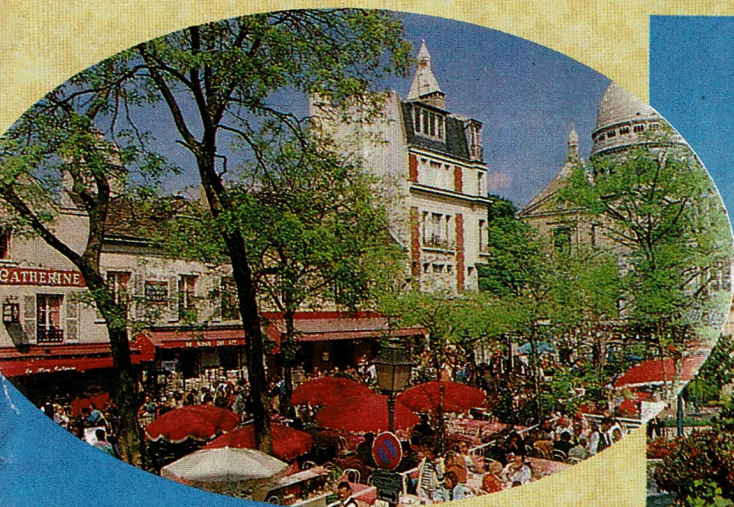
# - Disney holiday!

*second of our three questions*

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LET'S WA  
ALIEN

NOW WITH AN INCR

# Space C T voyage

AMIGA 500

## THE VOYAGE BEYOND GRE

**A**CTUALLY, I don't really want to review this game. I mean it's HUGE! Where do I start? In fact, it's so huge I'll review it one sentence! Space Crusade — The Voyage Beyond: it's big, it's bad!

It's damned hard to review, so buy it! Right, I'm off down the pub (Oll Come back here, or your'e fired! — Ed).

Well, I'd better spill the beans on this Space Crusade business. Apparently, man has gone on expeditions in space, called the "great expansion". Unfortunately, man stumbles across a "thing" (sorry to use such technical terms, but bear with me) called The Warp, which unleashes the ancient alien evil of Chaos.

Chaos is taking the expedition ships, and infesting them with devastating alien hordes. And you, as a space commander, have to go in these ships and complete various missions against Chaos. (Please somebody lock up these scenario writers.

If anyone you knew wrote this type of jibberish, you'd get them institutionalised, wouldn't you?).

Each space commander has control over a marine chapter, which contains four other marines. You can select the team you wish from a choice of three; they are all basically the same, apart from differing types of small additional equipment (such as grenades, etc) can be held by the differing teams.

All marines can hold a choice of destructive weapons, which you allocate before your chosen mission. There are heavy weapons such as missile launchers and plasma guns, and lightweight "bolter" weapons which have the firepower of a spatula, but in hand-to-hand combat terms they're a bit of a winner.

The commander is the key member of the team; he's got the most life-points, he always carries the most powerful weapon and his radar also covers the largest area. The radar and your weapons can





ASTE THE  
SCUM!

DIBLE 22 MISSIONS

# CRUSADE Beyond

## ALIN GRAPHICS

REVIEW BY  
MARTIN BETTS



be utilised during your turn. You can move all the marines, or you can just stand in a corner and whimper, it's up to you how you use your turn.

Inevitably you're going to bump into aliens and have to fight them. You choose your target then decide whether you're going to fight hand-to-hand or use your gun.

Destroying the enemy depends on the power of the weapon, and the armour of the alien; the computer figures this out for you. During the fights, the action switches from the overhead 2D map to an animated 3D isometric scene, which is excellent.

The change between 2D to 3D is very slick, and brings variety to the otherwise adequate graphics department. The 3D sections are where all the good graphics are: watching exploding aliens after an attack is disturbingly satisfying; and when a marine dies, you see either a body in a pool of blood, or most amusingly, see two boots smouldering on the floor!

This is basically what the first "Crusade" brought

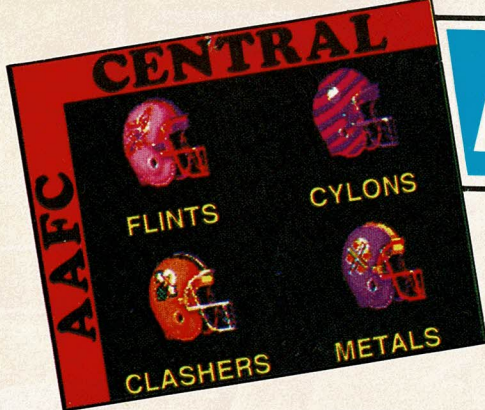
you, but *The Voyage Beyond* brings more missions, more aliens, more weapons and more engrossing gameplay. Even if you have the first "Crusade", the expansion disks are well worth buying.

*The Voyage Beyond* has some of the most engrossing and addictive gameplay ever. You can get lost for hours in its complexities. The small, but well detailed graphics, and the good sound, FX help to make this game a winner. If you haven't played an R.P.G. before, this is for you, and if you're a hardened fan, I'd still recommend it because of its great difficulty curve. This is *Space Crusade* with huge gold knobs on.

### CHEAT GUIDE

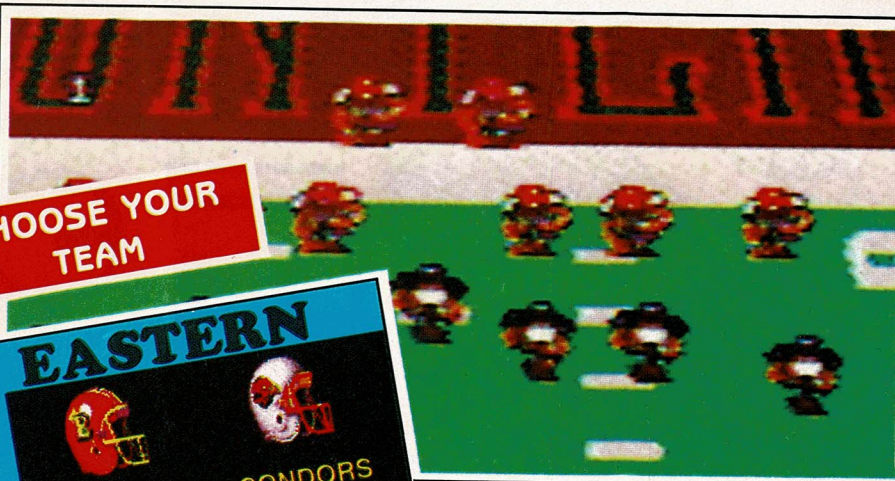
Instead of just picking one marine chapter, pick all three for your one-player games. Kit out one chapter with heavy weaponry, another with hand-to-hand weapons and keep one as a back-up. This way you might actually get somewhere!



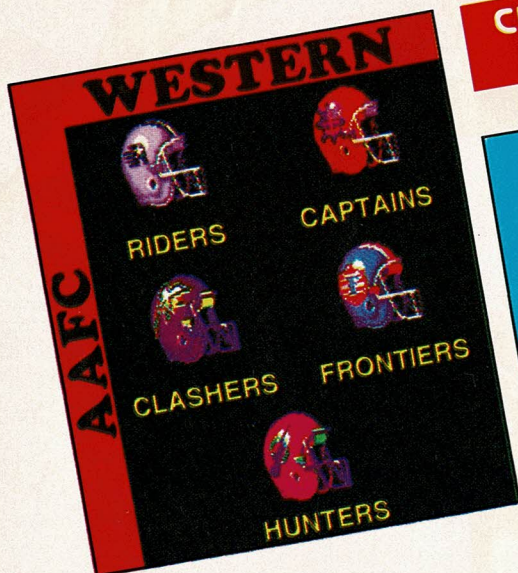


# FOOTBALL FURY

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SNES



Nintendo

# FATAL FURY

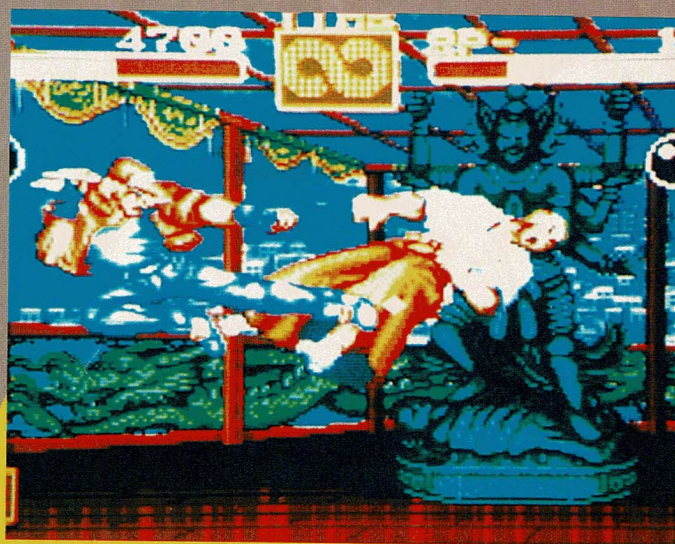
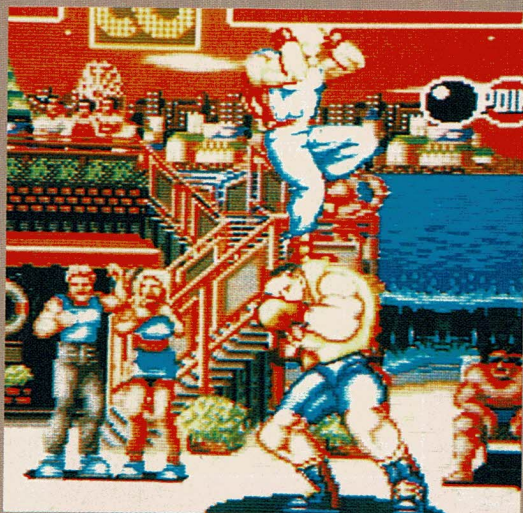
**T**O take control of South Town, Geese Howard killed the "King of the Fighters" Jeff Bogard, some years ago. At his father's death, Terry, Jeff's eldest son, hid in the alleyways of South Town learning how to survive in a city gone bad.

While the younger son Andy decided to go to Japan and learn the most deadly of the martial arts. The third fighter in this game is Joe, a friend

of the sons, who had learned the art of kick boxing, and was always ready for a challenge.

Fatal Fury is an intensive fighting game full of numerous characters with different techniques and special moves, and it needs a high level of technique and strategy, although there is an easier level for newcomers.

Come on, make your choice of fighter and fulfill your destiny!!



Presentation	65%
Graphics	83%
Sound	62%
Gameplay	80%
Short Term Play	68%
Long Term Play	65%
Absorbability	60%
Funability	80%

OVERALL 79%

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# BEST OF THE BEST

## CHAMPIONSHIP KARATE

HERE is a great fighting game for the S.N.E.S. You control a man who has been learning karate from the age of six and ever since, his ambition in life has been to become the best of the best, in Karate.

Here is a bit more about the game:

Twenty years after you first started Karate at the age of six, you enter the Karate World Circuit and have much to learn before becoming the Grand Master.

You start off as the 16th best karate fighter in the world and have a long way to go to achieve your goal.

Once your skills improve, you can enter the Kumate (full contact) and only then, you can become the best, or die!

Anyway, you start off by choosing your

moves, then you have an option to fight in the ring, or train. The training consists of three events, which are sparring (to gain better resi), the bag (to gain strength), and kick pads (to gain your reflex power).

Resi = resistance, the more you have, the harder it is to knock you down

Reflex = better parries

Sparring = gain knowledge

Bag = gain strength

You can challenge anyone and win cups and medals, and eventually, you will get an invitation to the Kumate.

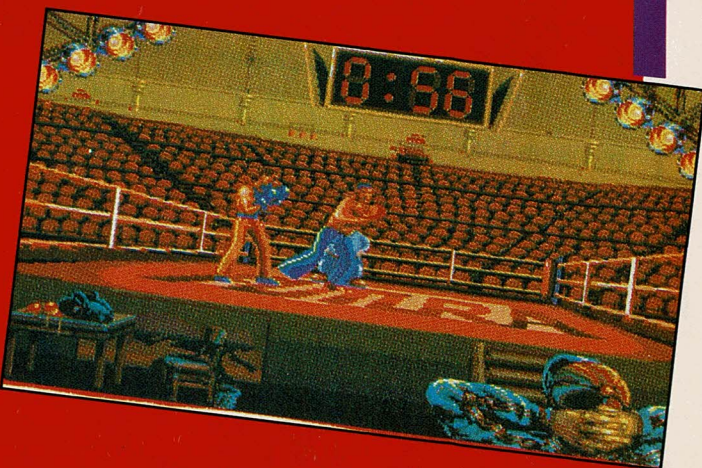
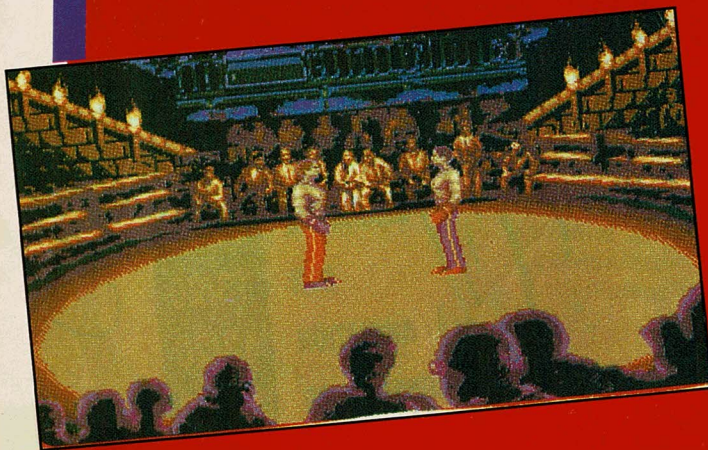
The game is brilliant and you can even change your moves if you get bored with them. The sound is great and the graphics too. A must for beat-'em-up fans like me.

Reviewed by  
**LEE FORD**

### VERDICT

PRESENTATION	89%
GRAPHICS	92%
SOUND	91%
GAMEPLAY	95%
SHORT TERM PLAY	94%
LONG TERM PLAY	95%
FUNABILITY	97%
ADSORBABILITY	97%

OVERALL **95%**





# DOCTOR TOOTH WEISCRACKER'S COMPUTER SECTS CLINIC

**A** H DARLINKS, so good of you to join me. Let me introduce myself. I'm Dr Tooth and in conjunction with Mr Motorhead Scuzz-bucket, I bring you my Computer Sects Clinic, because I'm sure some of you computer freaks out there are having a difficult time.

Don't get me wrong, I only help in medical matters for

the sect of people who own computers.

Any cheats or tips are dealt with by my good mechanoid buddy, Robobrain. For instance, I received the following letter from a dejected Tracey from Southend, who seems to have a major problem (apart from being an Essex girl!). Isn't life cruel?

It read:

Also joining me this month down in the clinic's rest room for a cosy chat and a luke warm tea 'n' biscuits are my guests, Marlon Mango, who will be talking about his latest film "Last Mango in Paris — The Fruity View", and Take Splat's Navel Orange on his life as a goatee-bearded pop star. We'll also be hearing from our star gazer Doris Port-Vales about future destinies and the computer star sign of the month. But first a commercial break.

"Does your front door let the draught through like a force nine hurricane? Is your table lop-sided because you accidentally cut off half an inch too much from the fourth leg? Yes? Then you need the new, micro-sized ZX81. It makes one hell of a good wedge to fit into all shapes and sizes.

The New ZX81. Trash or what!"

Welcome back. What can I say? The old ones are always the best! Now before I speak to Marlon, a short note from Eddie, age two, from London:

## AM I GOING MAD?

Dear Tooth,

I keep hearing ECCOs of dolphins. Am I going mad?

*Firstly, it's doctor young man. Secondly, you're a little young to write aren't you?*

*Right, ECCOs of dolphins. No, nothing to worry about. You should start worrying if you begin to DANCE WITH WOLVES like that Kevin Costnuffin. He's mad. Thanks for the piccy! (Three eyes an all!)*

Now, Marlon, your new film — "Last Mango in Paris — The Fruity View". What's it about?

"Well . . . bk.k.Dr.kk . . . Oh excuse me, that biscuit was yucky."

Wait till you try the tea!

"Yes, Last Mango in Paris is a very fruity film and very saucy in some places. I play Mr Mango as myself and I'm the last of the great Mangoiose family left. I've inherited this greengrocers in Paris. There's plenty of sex among the avocados and spicy goings on which I can't divulge any further due to the family element of this magazine."

Oh shame . . . get lost then. Right, Take Splat's Navel Orange. So Mr thrillo with a brillo. Tea?

"Fanks! . . . SLURP . . . SLURP . . . Jeeze, was that tea? I've tasted better sock water than that".

Ah, so you drink socker water. Often?

"Goodbye! Hold up Marlon, I'll share a cab with you

## JET SET WILLY

Dear Dr Tooth,

Can you help me? My boyfriend, who I've managed to keep for two weeks now, has got something called JET SET WILLY and keeps getting up in the middle of the night to play with it. What do you suggest I do?

*Well, Trace (can I call you that?). What's the problem! If he, as you say, keeps getting up for a little JET SET WILLY (ah! little's the problem!), can I suggest you join him for a BIG night of fun. That is, if it's capable for two to play with his JET SET WILLY at the same time (knowing he's an Essex man though, maybe not!). Still you can always ditch him. I'm surprised it lasted so long. What did you do, win him as some kind of booby prize?!*

Well, that appears to be the end of my guests. So here's Doris Port-Vales with her computer predictions for the future. Doris.

"Thank you Tooth. One thing for sure, the tea can only get better! I see plenty of flower orientated games to be released this spring, with the likes of Dozey Daises and Chopper Chrysanthemums Conquer Canterbury becoming instant hits. There are, of course, the odd weeds among the pack, notably Prudence and Pansy and Weed On, which is quite literally the only thing to be done to it. Hardware will remain hard and if you've got trouble with your floppy disks, write to the good Dr Tooth Weiskraker. The chart below is for the Pisces computer freak."

## PISCES

Make a splash of today. Don't fret over lost soles. It wasn't your fault that the freezer was defrosting at the time and you had to ditch your plans of a fish supper. Dry wet hands with a towel. If your name's JAMES POND you're like a fish in water. With all this water about, Thirsty is a good day, but steer well clear of Fryday as you may of had your chips!

Thank you Doris. Finally, to close this month, can I say that the Computer Sects Clinic will always be open for your ailments. So keep WRITING or DRAWING in. A problem solved is a problem you shouldn't of had in the first place!

Next, whenever live from America, via spy satellite (if it's working), we interview husband and wife team Lime Juice Willis and Denim Moore on their different lifestyles (his of soft drinks, hers of trousers), and Dental Washington on his teeth and whether they hamper an actor's success.

Love Ya Darlinks  
Dr Tooth Weiskraker





## SNES CODES

### Mickey Mouse

7E02B104 Unlimited energy.  
7E037202 Unlimited lives.

### Mystical Ninja

7E1B6002 Will give player 1 infinite lives.  
7E1AB002 Will give player 2 infinite lives.  
7E1AAD99 Will give player 1 lots of money.  
7E1B5D99 Will give player 2 lots of money.

### Parodius

7E00980X X is the number of lives required.  
Leave Action Replay enabled for infinite lives.  
7E1C680X For extra options. Use 3 for three options, 4 for four options.  
7E1DB201 Together with the below code, will give you unlimited missiles.  
7E1C6602 Together with the above code, will give you unlimited missiles.  
7E1C6C07 When selected the next option to be selected is always shield.

### Pit Fighter

7E1124A0 Unlimited energy.

### Prince of Persia

7E050805 Infinite energy, if you fall on spikes or similar disable Action Replay for a second.

### Road Runner Death Valley

7E1F1E06 Unlimited energy.  
7E1F2001 Unlimited lives.  
7E1F1D20 Unlimited Turbo speed (bird seed).  
7E1F1B7F Invulnerable (even when you switch the Action Replay off again).  
7E1F1A00 Can always take damage (Harder).  
7E1F1A02 Invulnerable only while switch is up.  
7E1F8459 Unlimited time (switch Action Replay off at the end of a level to continue).  
7E1FA601 First flag is automatically raised (this is meant to turn into other codes soon).

### Robocop 3

7E047738 Unlimited energy.

### Skull Jagger

7E17C305 Unlimited lives.  
7E0AE50X Replace X with a number to give you red crystals galore.  
7E17C20X Replace X with a number to give you lots of green crystals.

### Soul Blazer

7E1B8810 For 16 life points once you reach 1000 experience points.

### Space Megaforce

7E015202 Unlimited bombs.  
7E015702 Infinite lives.

### Act Raiser

7E001C02 Infinite lives.  
7E001D08 Unlimited energy for Knight.  
7E0282FF Keep 255 Spell Points.

### Addams Family

7E00AC05 Infinite lives.  
7E00C302 Invincible.

### Axelay

7E005E03 Infinite lives, change the last digit to change the amount of lives when enabled.  
7E1E620X Start from any level, change X. i.e. to start at level 4 enter number 3 etc.  
7E033002 Keeps weapon selected even when hit by enemy bullet, change the last digit to change weapon.

### Bart's Nightmare

7E013D02 Unlimited bubblegum.

### Best of the Best

7E0221FF Unlimited energy.

### Castlevania IV

7E007C03 Infinite lives.  
7E13F214 Unlimited extra weapons.  
7E13F050 Unlimited time.

### Contra Spirits

7E1F804X Player 1 weapon 1 varies with X and is a Max of 5 e.g. use 3 for homing.  
7E1F860X Same as above but for player 1 weapon 2.  
7E1FC40X Same as above but for player 2 weapon 1.  
7E1FC60X Same as above but for player 2 weapon 2.  
7E1F8A63 Infinite lives for player 1.  
7E1FCA63 Infinite lives for player 2.  
7E1F8C02 Infinite bombs for player 1.  
7E1FCC02 Infinite bombs for player 2.

### Dimension Force

7E021504 Infinite lives.  
7E020F0C Gives you full power. Change the last C in the code to B if you want other options.

### Super Smash TV

7E053105 Infinite lives.  
7E189906 Once you pick up a weapon you will not lose it until you pick up another.  
7E18A901 Player 1 is invincible.  
7E18AA01 Player 2 is invincible.  
7E1B3C03 Unlimited credits.

### Super Soccer

7E10F803 No opposition goalkeeper for first half!

### Super Star Wars

7E08FB03 Unlimited lives.  
7E0A7920 Unlimited energy.  
7E087224 Always have use of jets.  
7E086E00 Need no Jawa's, just head for sand crawler.  
7E011C0X This parameter is used for varying the difficulty. Try lots of values (3 is easy, 6 is hard).  
7E0A7924 Unlimited health.  
7E096FF1 Unlimited time (turn off at end of level).  
7E087224 Unlimited landspeeder fuel.  
7E09850X X = Gun type (0 = blaster, 1 = flame, 2 = seeker, 3 = rapid ion and 4 = plasma).  
7E087664 Invincible in Death Star Trench.

### Tiny Toons

7E009E03 Unlimited live (energy really).  
7E00B6A0 Super Dash. Dash is always available.  
7E008E04 Unlimited lives proper.

### Top Racer

7E1E6C03 Infinite nitros for player 1.  
7E1E6E03 Infinite nitros for player 2.

### Turtles in Time

7E1AA00X Will give player 1 X amount of lives. For unlimited lives leave the switch on the up position.  
7E1AE00X Will give player 2 X amount of lives. For unlimited lives leave the switch on the up position.  
7E044A50 Player 1 will get health restored, when Action Replay is enabled.  
7E04BA50 Player 2 will get health restored.  
7E00820X Start from any level. Use 0 in place of X for level 1, 1 for level 2, etc.

### Ultra Man

7E039360 Unlimited energy.  
7E021880 Unlimited time.

## MEGADRIVE CODES

### After Burner II US

002D506004 Infinite lives.  
00381C600A Infinite missiles.

### Aleste JAP

FFD1130002 Infinite lives.

### Alicia Dragon

FF01A3000X Where X is a level number so that you start from this level.  
FF00220010 Friendly monster energy meter does not decrease.  
FF00C2000A Infinite energy.

### Alien 3

FF08450099 Unlimited machine gun rounds.  
FF08470099 Unlimited flame.  
FF08490099 Unlimited Mortars.  
FF08EB00XX The value in XX is how many lives you start the game with.  
FF090B0009 This parameter is for infinite lives.  
FF08670050 Freeze the timer.  
FF0811000X X changes the amount of people you must collect before you exit try a value of 1.  
FF08130002 Level select, you must start the game and lose a life before correct level is selected.  
FF08670059 Infinite time.  
FF08670059 Infinite missiles.

### Alien Storm UK + US

007C520000 Special attack does not lose energy.  
00C7CE4E75 Normal attack does not lose energy.  
003A2E6002 Unlimited credits.  
00A75416002 Aliens do not damage.

### Alien Storm

FFCE0B0060 Enabling Action Replay will give you your full life quota back.  
FFCE0C0080 Unlimited energy.

### Altered Beast

002C58603E Almost invulnerable.  
002F6A602C Infinite lives.  
0037185668 First ball turns you into the beast.

### Arnold Palmer Golf US

009576601A Do not alter wind speed.

### Arrow Flash UK + JAP

00A674000A Ten special weapons per life.  
00BAD66004 Unlimited special weapons.  
0054326004 Unlimited lives.

### Moonwalker UK + US

005F1E31FC Use with below code. This will increase Michael's ability to dance. If energy level gets low press special power button (usually A) and Michael will have full power.  
005F200040 Use with above code.  
00DFD06004 Infinite lives.

### MS PAC-MAN US

0018366002 Will give you infinite Pac-Women.



### Mystic Defender UK+JAP

- 00C0DE4E71 Will make firing super-charged weapons easier, simply press the fire button and release.  
006EF06002 Will protect you against most enemy attacks.

### Mystic Defender

- FFF62F000C Unlimited health.  
FFF62B0008 Infinite lives.

### Outrun UK+JAP

- 0035A84A10 This cheat will give you infinite time.

### Pac Mania UK+US

- 0088926002 Will give you infinite Pac-men.  
002992000X Start with X lives plus 1 e.g. for 6 lives enter 0029920005.  
00004418E7 Ghosts stay blue much longer than normal.

### Phantasy Star II UK+US

- 002D526002 Players never get paralysed.  
00D01C600C All items are free of charge.  
00A6086008 You may do peaceful techniques even if you do not have enough energy.  
002B0C61012 No damage is taken in battle when you are attacked with normal physical attacks.  
002C146012 No damage is taken from venomn strikes.  
00716E6014 No damage is taken in the damage zones.

### Phantasy Star II

- FFC00C270F Give main PC lots of experience points. Must fight before levels increase.  
FFC04C270F Same as above.

### Phantasy Star III UK+US

- 0182DC8XXX With XXX giving the amount of Mesetas.  
00AB186006 All items are free.  
0111766004 Characters cannot be poisoned.  
00C36A6018 Sleep and game saving are free.  
0103306034 Can be used to protect you against enemy attacks.

### Ecco the Dolphin

- FFB6360003 Unlimited air.  
FFB6350038 Unlimited health.  
FFB7FF0000 Invincible to crushing walls on last level.  
FFB7C20000 Ignore water "up" currents.

### El Viento US

- 00C4764A79 Stops player from taking damage from many enemies.  
0094024A79 Keeps flame weapon at full strength all the time.

### El Viento JAP

- FFAB3B0027 Unlimited energy.

### Elemental Master JAP

- 01EC86002 Infinite lives.

### Eswat UK

- 019604E71 Infinite lives.  
017C26000 Use with the next two codes. This will make you invulnerable. If you get stuck, disable the Action Replay for a second and then re-enable the Action Replay after losing a life.  
01A284E71 Use with above and below codes.  
0258C6002 Use with both above codes.

### Eswat JAP

- 019484E71 Gives infinite lives.  
017AA6000 Use with the next two codes. This will make you invulnerable. If you get stuck, disable the Action Replay for a second and then re-enable the Action Replay after losing a life.  
01A104E71 Use with above and below codes.  
025026002 Use with above codes.

### Faery Tale Adventure UK

- 006176XXXX Julian starts with XXXX amount of coins, the larger XXXX the more money he starts with.  
0061700XXX Julian starts with XXX kindness points.  
01063E6006 All items are free.  
0029E46002 Swimming no longer causes any loss to your vitality.

### Fantasia

- 005D54103C Gives energy instead of removing it.  
005D584E71 Used in conjunction with above code.  
0062284E71 Infinite large magic.  
0062504E71 Infinite little magic.

### Fantasia

- FF07D90004 Infinite strength.  
FF07DB0003 Infinite dreams (lives).  
FF08370003 Infinite magic paints.

## GAMEBOY CODES

### Super Off Road

- 010807C7 Unlimited credits while Action Replay is enabled.  
010812D0 Unlimited Nitro's while Action Replay is enabled.  
010X0ED0 Start with X level of tyres.  
010X0FD0 Start with X level of acceleration.  
010X10D0 Start with X level of shock absorber.  
010X11D0 Start with X level of speed.

### Terminator

- 08E0BDD8 When enabled will restore energy.

### Tetris

- 0101A9FF Stops the levels increasing.  
010XC2FF Starts at level number X.  
0C0C13C2 Makes square block come down every time. If second C is changed it will change to other shapes.

### The Flash

- 0103E5C0 Infinite lives.  
084870C1 Infinite energy.  
088F71C1 Infinite surge power.  
070979C1 Infinite time.

### Tiny Toons

- 0102C3C9 Infinite lives.  
0102F0C9 Infinite energy.  
0103F1C9 Infinite weapons for bugs.  
0103F2C9 Infinite weapons for daffy.  
0103F3C9 Infinite weapons for porky.

### Toxic Crusaders

- 040AC3C0 Infinite energy for No-zone.  
040AC4C0 Infinite energy for Major disaster.  
040AC5C0 Infinite energy for toxic.  
040AC6C0 Infinite energy for head banger.  
040AC7C0 Infinite energy for junk yard.  
03XXABCC Replace XX with a level number for level select.

### Turrican

- 0701C9C5 Infinite time.  
0103FEC4 Infinite grenades.  
010301C5 Infinite mines.  
010304C5 Infinite power lines.

- 0103C3C5 Unlimited buzzsaw.  
0104DDC5 Unlimited lives.  
0A0190C1 Constant force field.  
080CD5C5 Infinite energy.  
03XXACFF Start level select e.g. 0303ACFF

### Turtles back from Sewers

- 040CB3C7 Infinite energy.

### Hit the Ice

- 015968C6 Stop the timer.  
010037C6 Player two's score is always 0 so you will always in.

### Interstella Assault

- 010280C9 Infinite lives.  
0A0231CC Keeps two missiles while Action Replay is enabled.  
0A033CCC While enabled stops the players ship from taking any damage from the enemy.  
010592C9 Always keeps the selector over options.  
010234CC Keeps two orbs all the time.

### Kick Off

- 073104C9 Infinite time.

### Kung-Fu Master

- 010212D0 Infinite lives.  
07013CC7 Unlimited time.  
085017C7 Unlimited energy.

### Megaman

- 020308C1 Unlimited lives.

### Megaman II

- 0102E8CF Infinite lives.

### Mickey's Dangerous Chase

- 01031DC6 Unlimited energy.

### Missle Command

- 040F94C0 Infinite left missiles.  
040F95C0 Infinite right missiles.

### Navy Seals

- 01XXADFF When Action Replay is enabled will give you XX machine gun rounds. Leave for unlimited gun ammo.  
020XC2C3 When Action Replay is enabled will give you X lives. Leave for unlimited lives.  
0A0XC3C3 When Action Replay is enabled will give you X special attacks. Leave for unlimited attacks.

### Ninja Gaiden

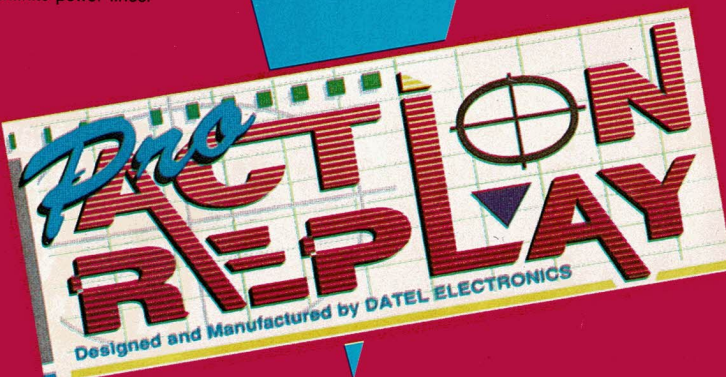
- 01029CC0 Unlimited lives.  
01069BC0 Unlimited energy.  
010593C0 Unlimited fire wheels

### Ninja Turo

- 010497FF Infinite energy.

### Operation C

- 010288C8 Infinite lives.





It's the year 2254 and Earth has been invaded by the most ruthless and vicious race in the universe **THE DALEKS.**

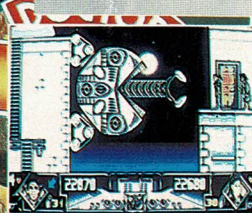
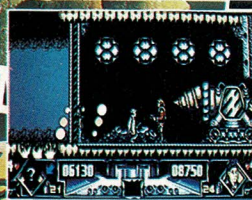
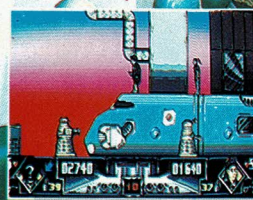
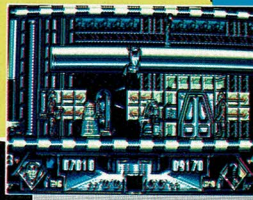
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# DALEK ATTACK

## FEATURES\*

- Davros • Emperor Dalek • Super Daleks
- Elite Battle Daleks
- Flying Daleks • Daleks
- The Timelords
- Dinosaurs • Monsters
- Super ("end of level") Guardians • Ninjas
- Armoured Cars
- Robodogs • Looters
- Gang Leaders • Robo Sumo Wrestlers
- Mutants • Robomen
- Ogrons • Robots • K9 (The companion) • etc, etc, etc.

**1 OR 2 PLAYERS**  
THREE CHOICES OF DOCTOR  
1. Sylvester 2. Tom 3. Patrick  
TWO CHOICES OF ASSISTANT  
1. Ace (Or) 2. U.N.I.T. Soldier



\*Some features may be omitted from certain 8 bit versions. Screen shots are taken from the Amiga version.

# DALEK ATTACK

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\* requires one full meg of memory



# ROBOBRAIN PRINTS YOUR TIPS!

*Michael Redman, Southampton*

## SNES — OUT OF THIS WORLD

Level 1 = FXLC  
Level 2 = KLFB  
Level 3 = DDRX

Level 4 = HRTB  
Level 5 = BRTD  
Level 6 = TFBB

Level 7 = TXHF  
Level 8 = CKJL  
Level 9 = LFCK

*Anonymous, Kilmarnock*

## MEGADRIE — STREETS OF RAGE

For more continues on Streets of Rage for the Mega Drive, press C, B, B, B, C, C, C, START. When the game is over message appears.

*Frankie Goodwin, Warrington*

## ST + AMIGA — BARBARIAN

By holding down the help key + the M&E keys you will replenish energy. **Baby Jo.** To get to level 2 type YOUP, level 3 type GLOUP, and level 4 type MUMMY.

*Adam Smith, London*

## SNES — STREET FIGHTER II

Start a one player game, place the flashing cursor on RYU and wait for the computer to pick it.

You will fly off to Ken's stage, once there press START on the second joy pad and choose Ken.

When the game restarts wait until the timer runs out for all four rounds. After four rounds Ryus defeated, face should appear on player two's side. Once you press START on controller two, you will be brought back to Ken's stage and you will be fighting Ken v Ken with the computer.

*Frances Eakins, London*

## MASTER SYSTEM

To get extra weapons on **ACTION FIGHTER**, enter the code DOKI \_ PEN on the name entry section (you gain all weapons).

Turn from a car to a bike and back to get rid of the helicopter.

On **TEDDY BOY** use the sequence UP, DOWN, LEFT, RIGHT, UP and DOWN nine times, then button 1 to get a level select.

To get a level select on **GAIN GROUND**, press buttons 1, 2 and UP when you switch on the machine.

On **RAMPAGE**, wiggle the directional pad clockwise and press buttons 1 and 2 simultaneously to get infinite lives.

To get infinite continues, press button 1 and 2 and you'll start the game off at the level you were playing on (do this on the game over section).

*Darren Maskell, Lanes*

## LYNX — VIKING CHILD

Level 2 = OMEGAMAN  
Level 3 = PATRICIA

Level 4 = REDDWARF  
Level 5 = DEWSBURY

## LYNX — BLUE LIGHTNING

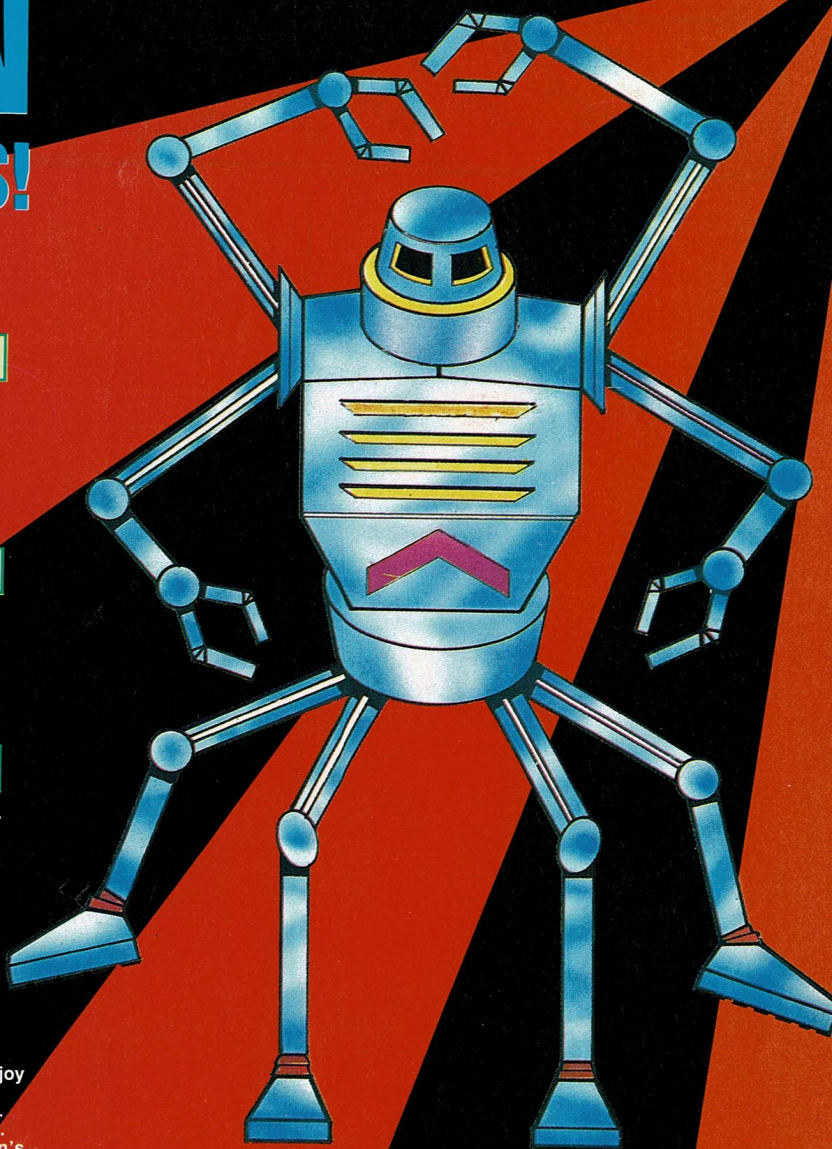
Level 2 = PLAN  
Level 3 = ALFA  
Level 4 = BELL  
Level 5 = NINE

Level 6 = LOCK  
Level 7 = HAND  
Level 8 = FLEA  
Level 9 = LIFE

*Richard Eakins, London*

## MEGADRIE — SONICE THE HEDGEHOG

**Stage select.** From the title screen press UP, DOWN, LEFT, RIGHT, A, C, B And C. You should hear a small noise to indicate that the cheat has



worked. Press A and START simultaneously to get a stage select. Simply highlight the one you want to start on.

**Alternative stage select.** Again, from the title screen, press UP, DOWN, DOWN, DOWN, LEFT and RIGHT. Hold down A and press START to get a useful stage select screen.

**Invincibility and character select.** Press UP, C, DOWN, C, DOWN, C, DOWN, C, LEFT, C and RIGHT on the title screen. Hold A and press START. If the score goes funny (that is, displays strange characters), the cheat has worked. You can change Sonic into another character by pressing B. Pressing C makes the change permanent. Pausing the game, followed by pressing B or C, gets you into slow motion mode.

**Speedy Sonic demo.** If you want to have a blast during Sonic's demo, hold down buttons A, B and C to make him run at super speed. Press and release the same buttons to make him go nuts. This also works during the end credits. Finally, try to grab the invincibility monitor and something special will happen.

**Chaos emeralds.** This will allow you to pick up all the Chaos emeralds before you start the game. Combine this with the stage select and you can complete the game with all emeralds. Go to the stage select screen and choose Special Zone. Once you've obtained the Chaos emerald, press reset before you enter the Green Hill Zone. When Sonic is wagging his finger, press A and START again to go to the stage select. It will still be set to Special Zone, but if you press START you will enter a different Special Zone. So pick up the new emerald and repeat this process till you have six and proceed to the Green Hill Zone (without resetting) and complete the game as normal. You can keep trying to pick up the emeralds as often as possible because the number you have collected is retained when you reset.

**SEND YOUR QUESTIONS FOR  
ROBOBRAIN AND YOUR TIPS  
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Sega Pro Cheat Book for every letter published



# Nintendo®

## GAMEBOY

### PROBOTECTOR

To get to the select stage, HIGH, HIGH, LOW, LOW, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A, SELECT and start.

### BUBBLE BOBBLE

Level 1 : VLLI	Level 17 :
Level 3 : KLLI	ILBI
Level 5 : WLLI	Level 19 :
Level 7 : JLLI	FLBI
Level 9 : XLLI	Level 21 :
Level 11 : HLLI	3LBI
Level 13 : ZLLI	Level 23 :
Level 15 : GLLI	DLBI
	Level 25 :
	4LLI
	Level 27 :
	CLBI
	Level 29 :
	5LBI

### CASTLEVANIA 2

To start the game with nine lives enter the following code — CANDLE, CANDLE, HEART, HEART.

### ADDAMS FAMILY

Before going into the freezer room get the Frankenstein potion, this will allow you to walk through baddies without losing energy.

## SNES

### ADDAMS FAMILY

Use the password 21112 for 100 lives, five hearts and a sword.

### STREETFIGHTER II

For player vs player do the following. When the Capcom logo appears press down R, UP, L, Y, B, X and A.

### FINAL FIGHT

To get an option screen, hold down the L and R keys and press start on the title screen.

### SUPER STAR WARS



Here is a way to find different codes in the game, and a sound test screen. First choose the start game option from the title screen, then go into the first level. Now press and hold Y, B, X, A together. While holding these press the START button. You can change the music to what you want, as you have the sound test screen. Press START and go back to the level. If you do the same trick again and go back into the sound test you will see the words under the sound test have changed. Each time you get different messages, and after several times these messages will reveal two codes. The first one will tell you to press X, B, B, A, Y for five continues. The second one will tell you to press Y, Y, X, X, A, B, X, A for the light saber. To work these codes, turn your SNES off and then on again. Do the code of your choice at the title screen when the "start game" and "option menu" choice comes up. You will hear the Jawa yell if it has worked. If you reset the game and try these tricks, they will not work. You must turn the power off and on again for them to work properly. If you use these you will get through the game easier.

To get 99 lives. In the land of the sand people you will go through many caverns and cliffs. Get to the first major cliff and jump across it by way of the floating rocks. At the end of the second major cliff, you will see another set of floating rocks. This is the area in which the trick will take place. Sand people will be chasing you from the left side of the screen. Once you are at this point, fall off the cliff and push left on the control pad. You will not fall to your death, but will catch the edge of a cliff near the bottom of the screen. There will be an opening on the left. Rocks will be falling, and you enter the small cave, shoot all around the cave. Tons of 1-ups will appear near the top part of this section. Jump up on the small platform in the middle of the cavern to collect the extra lives that appear. When you can't collect any more run to the right and fall off the edge of the cliff. When you start again, repeat this for up to 99 lives.

### PILOTWING

Here are the codes to get to levels 2, 3 and 4.

Stage 2 : 985206
Stage 3 : 394391
Stage 4 : 520771

### SUPER MARIO KART

Try making the course bigger by making yourself smaller. Press and hold down the Y button. Then press the A button on the character selection screen.

### BART'S NIGHTMARE

For extra lives choose the yellow door and enter the Itchy and Scratchy level. Find the area where the light is shooting lightbulbs. Grab the weapon next to the lamp and blow away some of the bulbs. The first couple of direct hits will give you the 1-ups.

## ANOTHER WORLD

Here are some codes to start the adventure

Level 1 : HTDC	Level 4 :
Level 2 : CLLD	XDDJ
Level 3 : LBKG	Level 5 :
	FXLC
	Level 6 :
	KLFB

## KRUSTY'S SUPER FUNHOUSE

Here is how to rid a room of the rats, in any room that Krusty has two movable blocks. Position the first block near a wall, wait until the rats are now between the block and the wall. While standing on the first block release the block Krusty is carrying and trap the rats. Should the trapped area be the width of one block the rats compress into a single rat.

## MAGIC SWORD

There is a magic door on the 34th floor that gives a direct warp to the hydra. The door is found by vapourising the two blocks, keep an eye on the pillars. Hit the fourth pair of pillars on the left to activate the switch which will make the door appear.

## SUPER PANG

For A level select option, press L, R, R, L, UP then DOWN on the game select screen. You can now choose which stage and which country you want to visit.

## JAMES BOND JNR

Here are the level passwords:

Level 2 : 0007	Level 4 :
Level 3 : 3675	9025
	Level 5 :
	1813

## ANOTHER WORLD

Here are some codes:

01, HTDC; 02, CLLD; 03, LBKG; 04, XDDJ; 05, FXLC.

## PARODIUS

During ship select, go to the octopus. Press UP on the directional pad, press L button and X button and HOLD. Keep them depressed for about 30 seconds and a special screen appears. You can select the stage you want to begin at, or by setting the word "mutek" to 01 you become indestructable.

## LEMMINGS

At the title screen hold DOWN and select START. You can now listen to any Lemmings tune, and configure the control buttons.

## PUSHOVER

Level 1 : 00512	Level 10 : 07680
Level 2 : 01536	Level 11 : 07168
Level 3 : 01024	Level 12 : 05122
Level 4 : 03072	Level 13 : 05634
Level 5 : 03584	Level 14 : 04610
Level 6 : 02560	Level 15 : 04098
Level 7 : 02048	Level 16 : 12290
Level 8 : 06144	Level 17 : 12802
Level 9 : 06656	Level 18 : 13826

# ROBOMANIA



# ROBOMANIA

## PUSHOVER — continued

Level 19 ; 13314	Level 60 ; 17470
Level 20 ; 15362	Level 61 ; 17982
Level 21 ; 15878	Level 62 ; 16958
Level 22 ; 14854	Level 63 ; 16510
Level 23 ; 14342	Level 64 ; 16511
Level 24 ; 10246	Level 65 ; 17023
Level 25 ; 10758	Level 66 ; 18047
Level 26 ; 11782	Level 67 ; 17535
Level 27 ; 11270	Level 68 ; 19583
Level 28 ; 09222	Level 69 ; 20095
Level 29 ; 09734	Level 70 ; 19071
Level 30 ; 08718	Level 71 ; 18559
Level 31 ; 08206	Level 72 ; 22655
Level 32 ; 24590	Level 73 ; 23167
Level 33 ; 25102	Level 74 ; 24191
Level 34 ; 26126	Level 75 ; 23679
Level 35 ; 25614	Level 76 ; 21631
Level 36 ; 27662	Level 77 ; 22143
Level 37 ; 28174	Level 78 ; 21247
Level 38 ; 27150	Level 79 ; 20735
Level 39 ; 26638	Level 80 ; 28927
Level 40 ; 30734	Level 81 ; 29439
Level 41 ; 31246	Level 82 ; 30463
Level 42 ; 32270	Level 83 ; 29951
Level 43 ; 31758	Level 84 ; 31999
Level 44 ; 29726	Level 85 ; 32511
Level 45 ; 30238	Level 86 ; 31487
Level 46 ; 29214	Level 87 ; 30975
Level 47 ; 28702	Level 88 ; 26879
Level 48 ; 20510	Level 89 ; 27647
Level 49 ; 21022	Level 90 ; 28671
Level 50 ; 22046	Level 91 ; 28159
Level 51 ; 21534	Level 92 ; 26111
Level 52 ; 23582	Level 93 ; 26623
Level 53 ; 24094	Level 94 ; 25599
Level 54 ; 23070	Level 95 ; 25087
Level 55 ; 22558	Level 96 ; 08703
Level 56 ; 18494	Level 97 ; 09215
Level 57 ; 19006	Level 98 ; 10239
Level 58 ; 20030	Level 99 ; 09727
Level 59 ; 19518	

## ZELDA ONE

If you name one of the characters Zelda you will start on the second quest.

## MISSION IMPOSSIBLE

Codes level 2 ; KMWV  
Codes level 4 ; XDGI

Codes level 5 ; TVJL  
Codes level 6 ; QBYZ

## TURTLES 2

Press B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, and START on the title screen for a level select and 19 lives.

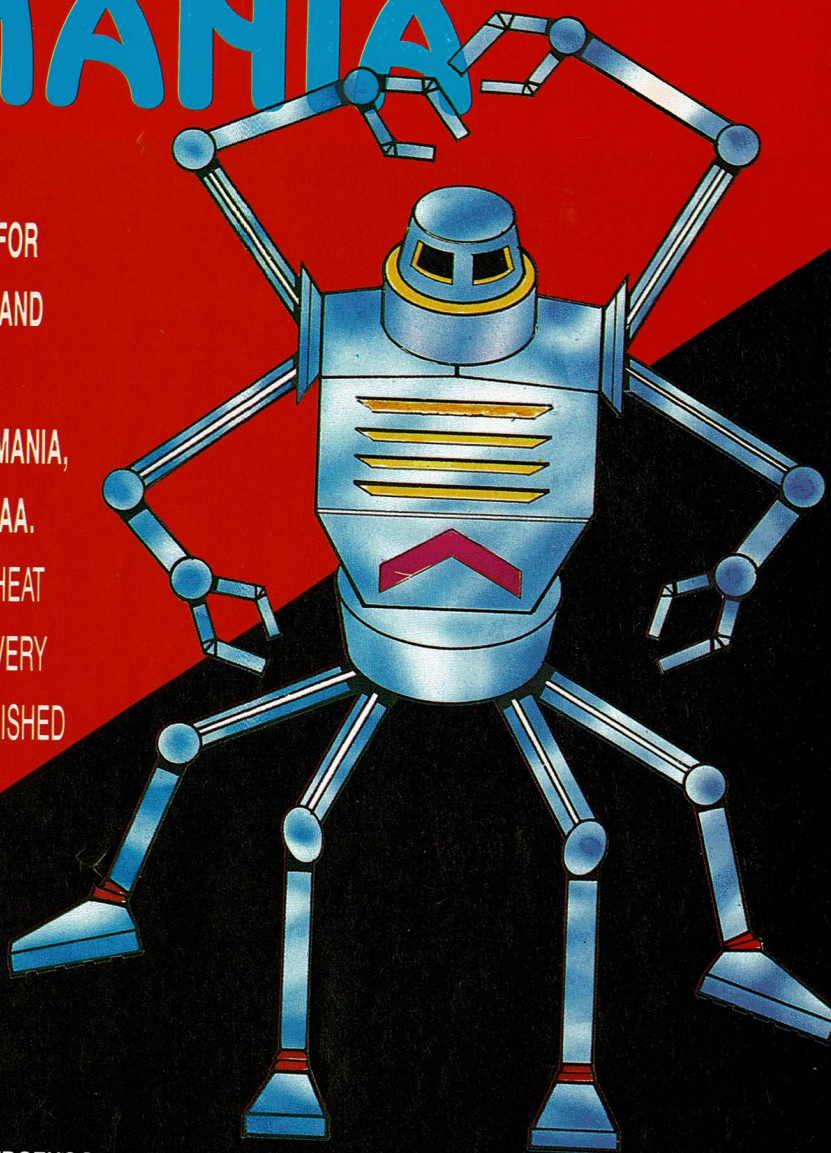
# SEGA

## MEGADRIVE

### AFTERBURNER 2

Hold down A, B, C and press START on the title screen, choose the level you want and press START.

SEND YOUR  
QUESTIONS FOR  
ROBOBRAIN AND  
ANY TIPS OR  
CHEATS TO: MANIA,  
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## SONIC THE HEDGEHOG 2



Go to the options by pressing the pad down twice at the title screen. Make sure you are playing "Sonic and Tails". Go into the game and using controller two, move the pad in any direction, or press any button and you will see that you can move Tails anywhere on the screen without Sonic. You can work as a team and finish the game, and as Tails cannot die, you can use him to defeat the bosses, so that Sonic can avoid them. If you leave Tails alone you will go back to one player mode.

On the options screen go to sound test. Select tunes 19, 65, 09 and 17. Then go to the screen with Sonic and Tails on it and press A and START. Now you will get a level select.

## SAGAIA

For a level select press C, A, C, B, C, A, B, A, B, C, A, C and START.

## EUROPEAN CLUB SOCCER

Enter the password THREE SHREDDED WHEAT into the password area. Each word should be placed on a new line. Now when the game is played, the players have a Pele kick. They can kick a ball at great speed and score goals from long range. To use the kick simply do a hard kick as it says in the instructions, now it should be much harder.

## HERZOG ZWEI

Can't get very far? Then try these passwords:

JLJOIGJBOKO LHJKNFAMA JLJOIGLAOKN

## LAKDERS vs CELTICS

Here is the code for the seventh match of the final;

SVZRJTS36MGKSV6HGKSZLCJT

## ARCUS ODISSEY

Here are some codes:

2 ; JCPAAAABBI 3 ; JOPOFBAHCM 4 ; KOLCDAIIT3

## WORLD OF ILLUSION

The code for the last level is:

KING OF SPADES: KING OF HEARTS: KING OF CLUBS: KING OF DIAMONDS.



## SPLATTERHOUSE II

Level 2 ; EDK NAI ZOL LDL  
Level 3 ; IDO GEM IAL LDL  
Level 4 ; ADE XOE ZOL OME  
Level 5 ; EFG VEI RAG ORD  
Level 6 ; ADE NAI WRA LKA  
Level 7 ; EFG XOE IAL LDL  
Level 8 ; EDK VEI IAL LDL

## ECCO THE DOLPHIN

Level 1 ; XIOAINCQ  
Level 2 ; YRFQVIAN  
Level 3 ; JSSCPHHY  
Level 4 ; OJWEWBMG  
Level 5 ; MGRXOQLV  
Level 6 ; VFUMRQLY  
Level 7 ; JICJRQLU  
Level 8 ; XHXFRQLL  
Level 9 ; YVVIOQLL  
Level 10 ; IOIQOQLJ

Some more level codes:

Level 6 ; SNILQWAK  
Level 7 ; JYLATWAH  
Level 8 ; BLTWSWAP  
Level 9 ; TPHFOFBO

## NEO GEO

### ALPHA MISSION II

In order to thrash the boss at the end of stage two (in the giant ship), take the weapon which has the name of the black hole.

## MASTER SYSTEM

### CHOPLIFTER

Push UP, DOWN, LEFT, RIGHT on the title screen and enter the player select screen; once there repeat the process. You will get a level select.

### RAMBO 3

If you've got the rapid fire module, then you can have infinite bullets simply by plugging it in.

### POPULOUS

Here are codes for different worlds:  
World 501 ; CORINGMAR  
World 675 ; TIMIHOLE  
World 803 ; TIMDIDOR  
World 810 ; MORYDOR  
World 882 ; MABUSLIN  
World 908 ; BILOUTEND

### MARBLE MADNESS

Go to the options screen and set the following: TEST FX2 and TEST MUSIC 5. The player may now move the cursor to select level and start from any level.

## GAME GEAR

### SONIC 2

For a level select: hold down buttons 1, 2, and START during the intro. Keep holding them down and circle the joypad clockwise with your finger till you hear a ring. Take your fingers off the buttons, press START and you'll get the level select.

## TERMINATOR

Go to the main Terminator screen. Hold down button 2 and press button 1, the screen will turn black for a few seconds. While the screen is black do the following on the joypad, LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN, DOWN. Two O's should appear on the screen, the level can now be selected by pressing LEFT and RIGHT on the joypad.

## NINJA GAIDEN

Here are a few level codes:  
2 - NINJA 4 - DRAGON  
3 - GIDEN 5 - SWORD

## CHUCK ROCK

Level 2 ; 7G09M Level 3 ; NN6E3 Level 4 ; 84AKC

## SEGA CD

### COBRA COMMAND



Go to the title screen where you can choose either game start or config mode. Press UP, DOWN, LEFT, RIGHT, DOWN and then START on controller one. On the config screen you will be able to select new difficulty levels, including 2training. Choose this option and go back to the title screen. Choose the game start option. Play the game as usual. When you die, you will start back at the place you left off, and whatever killed you is now out of the way.

### BLACK HOLE ASSAULT

If you are having a difficult time defeating your opponents in this robot game, try this cool cheat. When the title screen comes up, and your options are in front of you, choose the "name entry" option. The keyboard will then appear. Put in your name as Bignet. Exit this screen and when you are asked to select your name, choose the name you just entered, Bignet. In the game, you can fight as normal, but if you find yourself getting beat, then take controller two and press the START button. This will instantly kill your opponent. The earlier you kill off your opponent, the better your score will be, because the timer adds points to your score. This will work for every enemy in the game.

You can play a game resembling the classic game, Pong. Go to the name entry option and put in the new name Azy on the keyboard screen. Go back and choose operation BHA on the title screen. When asked for your name, highlight and choose the name you just put in, Azy. The screen will change into a new title screen called Black Ball Assault. Press START, and you will be put into an arena with another opponent and a bouncing ball. This two player game is like the game, Pong, except there is a moving barrier in the middle of the screen, and you can shoot the ball to make it go faster and throw off your opponent.

## NIGHT TRAP



TIME	ROOM	AUGS
00:05	Hallway 1	1
00:25	Living Room	2
00:33	Bedroom	1
00:38	Bathroom	1
00:48	Bathroom	1
01:00	Living Room	1
01:22	Kitchen	1
01:34	Entry Way	1
02:50	Entry Way	2
03:10	Hallway 1	1
03:20	Bedroom	1
03:29	Living Room	1
03:40	Hallway 1	2
03:45	Driveway	1
04:01	Hallway 2	1
04:20	Bathroom	1
04:38	Bedroom	1
04:53	Living Room	1
05:02	Living Room	1
05:25	Bedroom	1
05:35	Driveway	1
05:40	Entry Way	Code Change
05:45	Living Room	1
06:08	Hallway 1	1
06:18	Hallway 2	2
06:49	Hallway 2	2
07:05	Kitchen	1
07:17	Bedroom	2
07:40	Driveway	1
07:48	Hallway 1	2
08:02	Bedroom	1
08:10	Hallway 2	2
08:25	Hallway 1	1

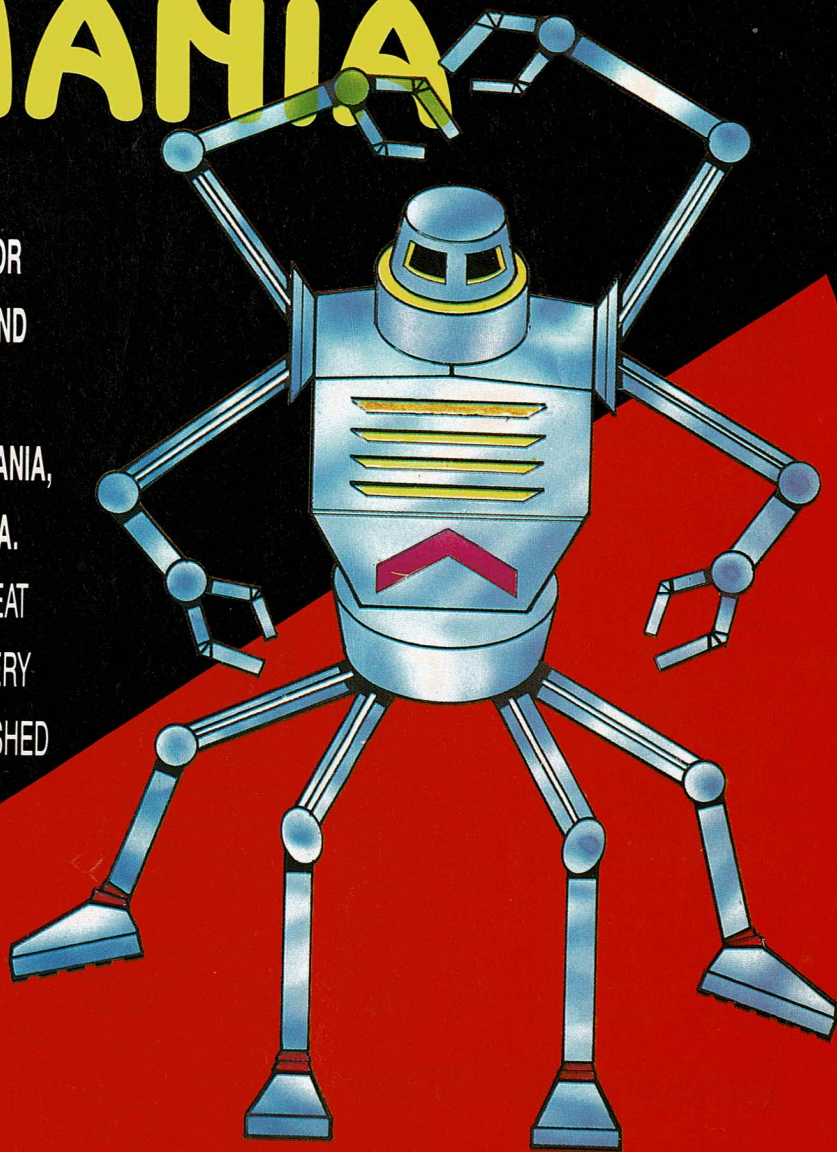
# ROBOMANIA



# ROBOMANIA

08:35	Bedroom	2
09:00	Living Room	Code Change
09:10	Living Room	1
09:20	Entry Way	1
10:45	Hallway 2	1
10:55	Driveway	1
11:00	Driveway	1
11:29	Hallway 1	1
12:03	Living Room	1
12:37	Bathroom	1
13:10	Hallway 1	1
13:27	Entry Way	Code Change
13:55	Living Room	2
14:13	Living Room	Code Change
14:40	Hallway 2	2
15:00	Entry Way	2
15:15	Do Not Trap	0
16:25	Driveway	1
16:35	Hallway 2	2
16:43	Living Room	1
16:54	Hallway 1	1
17:10	Bedroom	1
17:25	Living Room	1
17:35	Hallway 2	1
17:48	Living Room	1
17:54	Bathroom	1
18:00	Hallway 2	2
18:10	Driveway	1
18:15	Driveway	1
18:25	Entry Way	2
18:33	Living Room	1
19:00	Hallway 1	Wait for 2nd Red Gauge (1 Aug)
19:20	Living Room	2
19:50	Entry Way	1
20:10	Living Room	2
21:14	Bedroom	2
21:30	Driveway	1
21:40	Kitchen	1
21:50	Hallway 2	2
22:05	Bedroom	2
22:23	Hallway 1	2
23:03	Hallway 2	1
23:15	Hallway 1	1
23:30	Living Room	1
23:50	Driveway	1
24:00	Living Room	1
24:15	Living Room	1
24:25	Hallway 1	1
24:30	Bedroom	1
24:50	Bathroom	1
25:08	Hallway 2	1

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## AMIGA™

### PINBALL FANTASIES

To stop the ball from going out, type in DIGITAL ILLUSIONS.

### ALIEN BREED '92

Level 2 : XXDFA Level 8 : UYTTA  
Level 4 : RTHAA Level 10 : PPEAB  
Level 6 : LAEEA

### PRINCE OF PERSIA

You can skip levels by pressing CAPS LOCK and L. This only seems to work on Levels 1-4, still better than nothing.

### GHOULS 'N' GHOSTS

Type KAREN BROADHURST while playing for invincibility.

### BILL'S TOMATO GAME

Here are the codes:

1. MIENNAN
2. PLEEGGUN
3. ZAIKET
4. ZIOCKEN
5. SALLAR
6. TAIGGEN
7. PLOUMUG
8. PLADDAT
9. GEELET
10. TOACKIN

11. VOODDOM
12. BEAPET
13. CLYVIT
14. SIMAL
15. BOOKUG
16. BIGGAT
17. SAISSIT
18. CLEEGOM
19. DROUTTER
20. SLOGGET
21. BIELLIN
22. PLIEMON
23. CLOIFIT
24. FLEPUG
25. BYMAN
26. SLOONNON
27. PIOMER
28. GOOTTOG
29. GLOUTTAN
30. POLLAN
31. WOOSSOM
32. SONNER
33. WYNAL
34. SLYSSAR
35. DROAMEL
36. BOUVOM
37. DREEDOUN
38. NAIGGON
39. WINNUN
40. GAPIT
41. GLOIVUG
42. MOLLAT
43. SLAIVAN
44. PLEAPPIT
45. WOIDDAR
46. TETTOL
47. GOUCKAT
48. VOUPPET
49. CLOAVUN
50. PASSUN
51. MOOVAL
52. FLIONNOG
53. CLANUN

54. PLUMIN
55. FLEASSAN
56. NYMIT
57. PLIOFOL
58. DREDIN
59. PLIPAR
60. GEGIT
61. FLAIVAT
62. FLAGGOG
63. DRINNOL
64. POIGOL
65. GLUTTAT
66. FLUVON
67. FLOGGGAR
68. NOUPPEL
69. VEAKAR
70. SLEDDON
71. SLOIPOL
72. TOOLLEL
73. MYPER
74. BUMET
75. GLEEGGAN
76. DRAIBBEN
77. GLIAKIN
78. SIAMOL
79. NEKOL
80. CLIGAT
81. VUSSEN
82. PIBBEL
83. SLEAKUN
84. NUPPON
85. WOGGEL
86. GAILLIT
87. CLOUGEL
88. FLICKOG
89. PLOTTIN
90. MUSSET
91. ZOALLON
92. GOAMOM
93. SLOADDET
94. GLIOFAR
95. VEEFER



# THE ULTIMATE

BOOST YOUR GAME



084

# SEGA

## Bart vs The Space Mutants

EFFECT	CODE
a. Invincibility againsts hits	AJRTAA6R
b. Infinite lives	A2RTAA8R
c. Infinite rockets after you buy one	AAXTBJ2E
d. Infinite bombs after you buy one	AAxABJ9G
e. Infinite paint after pick-up	FJOAAA6N
f. Start on level 2	AJBTAET
g. Start on level 3	ANBTAAET
h. Start on level 4	ATBTAAET
i. Start on level 5	AYBTAAET
j. Set level 1 goals to 20	EDYACABY
k. Set level 1 goals to 15	C1YACABY
l. Set level 1 goals to 10	CDYACABY
m. Set level 1 goals to 5	A1YACABY
n. Set level 1 goals to 1	AHYACABY
o. Set level 2 goals to 20	EAAAEAEN
p. Set level 2 goals to 15	CYAAEAEN
q. Set level 2 goals to 10	CAAAEAEN
r. Set level 2 goals to 5	AYAAEAEN
s. Set level 2 goals to 1	AEAAEAEN
t. Set level 3 goals to 30	GANAFA0

## Bart vs The Space Mutants

a. Set level 3 goals to 28	FANAFA0
b. Set level 3 goals to 20	EANAFA0
c. Set level 3 goals to 15	CYNAFA0
d. Set level 3 goals to 5	AYNAFA0
e. Set level 3 goals to 1	AENAF0
f. Set level 4 goals to 5	AY1TEAHG
g. Set level 4 goals to 4	AT1TEAHG
h. Set level 4 goals to 3	AN1TEAHG
i. Set level 4 goals to 2	AJ1TEAHG
j. Set level 4 goals to 1	AE1TEAHG
k. Start with 1 life	AEBTAAEE
l. Start with 4 lives	ATBTAAEE
m. Start with 5 lives	AYBTAAEE
n. Start with 6 lives	A2BTAAEE
o. Start with 7 lives	A6BTAAEE
p. Start with 8 lives	BABTAAEE
q. Start with 9 lives	BEBTAAEE
r. Start with 5 coins	AYBTAAEL

## F22 Interceptor

a. MASTER CODE — Must be entered	RH9TR60T
b. Start with 2 lives	AHAAAAEE
c. Start with 3 lives	AMAAAAEE
d. Start with 5 lives	AXAAAAEE
e. Start with 6 lives	A1AAAAEE
f. Start with 8 lives	A9AAAAEE
g. Start with 11 lives	BMAAAAAEE
h. Start with 400 ammo	WCPAGCA6
i. Start with 700 ammo	1WPAGEA8
j. Start with 1000 ammo	7CPAGGA8

k. Start with 40 chaff	FC1AGAA8
l. Start with 70 chaff	J41AGAA8
m. Start with 100 chaff	NW1AGAA8
n. Fuel burns 2x faster than normal	1B7TBLYW
o. Afterburner fuel burns 2x faster than normal	1B7TBGZA

## Greendog

a. Infinite lives	ATNTAA4E
b. Cola restores energy completely	AJCACAC4
c. Spikes do not hurt	ABYACAAN
d. Fish do not hurt	AD8AAACL
e. Birds do not hurt	AC6AAABG
f. Fish are killers	CD8AAACL
g. Birds are killers	CC6AAABG
h.	
i. Start on Ancient Aztec Crypts	AYNABE5Y
j. Start on Mustique level	A6NABE5Y
k. Start on Curacao level	BJNABE5Y
l. Start on Underwater Crypts of Curacao	BNNABE5Y
m. Start on Skateboard level 1	BYNABE5Y
n. Start on Jamaica level	B2NABE5Y
o. Start on Skateboard level 2	B6NABE5Y
p. Start on Saba level	CENABE5Y
q. Start on Crypts after Saba	CJNABE5Y
r. Start on St Vincent level	CTNABE5Y
s. Start on Skateboard level 3 (final level)	CYNABE5Y

## John Madden Football '93

a. MASTER CODE — Must be entered	RH9T860T
b. Each quarter lasts 1 minute	HWLTCABE
c. Each quarter lasts 60 minutes	CCLTC6BE
d. Home Team starts with 0 timeouts	ACWAAAG6
e. Home Team starts with 9 timeouts	BGWAAAG6
f. Visiting Team starts with 0 timeouts	ACWAAAH6
g. Visiting Team starts with 9 timeouts	BGWAAAH6
h. Infinite timeouts for both teams	RG3TA6WG
i. 1 play to get first down	AMJAAA8
j. 7 plays to get first down	BDJAAA8
k. 5 yards needed for first down	FDLTAADR
l. 30 yards needed for first down	8DLTAADR
m. Touchdown worth 1 point	GDKTBE1A
n. Touchdown worth 8 points	GDKTBA1A
o. Extra point worth 2 points	AMKABE40
p. Extra point worth 8 points	BDKABE40
q. Field goal worth 1 point	AHKABE5G
r. Field goal worth 8 points	BDKABE5G
s. Safety worth 1 point	GDLABEXW
t. Safety worth 8 points	GDLABAXW

## NHLPA Hockey '93

a. MASTER CODE — Must be entered	RH7TR60E
b. Period clock runs faster	ZJNADTC2
c. Period clock runs slower	ZJNACJC2
d. Period clock runs much faster	ZJNADTL2
e. Period clock runs much slower	ZJNACCC2
f. Period clock is frozen (no time limit)	AANACAC2
g. Each period lasts 1 minute	HVWTAAD0
h. Each period lasts 3 minutes	OVWTAAD0
i. Each period lasts 4 minutes	8BWTAAAD0
j. Each period lasts 15 minutes	TVWTAGD0
k. Each period lasts 30 minutes	BBWTARD0
l. Each period lasts 40 minutes	NBWTAWD0
m. Each period lasts 60 minutes	CBWTA6D0
n. All penalties last 1 minute	AHXTBJ5J
o. All penalties last 4 minutes	AXXTBJ5J
p. All penalties last 7 minutes	A9XTBJ5J
q. All penalties last 9 minutes	BHXTBJ5J
r. Infinite timeouts	AWEEAA7Y
s. No timeouts	AKYTA3Y





# 231088

# ENIE INE



# GAMES CHEAT

## Sonic the Hedgehog 2

- a. Each ring worth 2 (Player 1) SASTDJ1A
- b. Each ring worth 3 (Player 1) SASTDN1A
- c. Each ring worth 4 (Player 1) SASTDT1A
- d. Each ring worth 5 (Player 1) SASTDY1A
- e. Each ring worth 6 (Player 1) SASTD21A
- f. Each ring worth 7 (Player 1) SASTD61A
- g. Each ring worth 8 (Player 1) SASTDA1A
- h. Each ring worth 2 (Player 2) SATADJVW
- i. Each ring worth 3 (Player 2) SATADNVW
- j. Each ring worth 4 (Player 2) SATADTVW
- k. Each ring worth 5 (Player 2) SATADYVW
- l. Each ring worth 6 (Player 2) SATAD2VW
- m. Each ring worth 7 (Player 2) SATAD6VW
- n. Each ring worth 8 (Player 2) SATADAVW
- o. Infinite lives (Player 1) JW3ACA4J
- p. Infinite lives (Player 2) JXGACA7G
- q. Smaller jump KBVTCAE2
- r. Jump slightly higher FVVTCAE2
- s. Jump a lot higher EBVTCAE2
- t. Rocket jump! CBVTCAE2

- a. Sonic stays invincible for shorter after hit
- b. Sonic stay invincible for longer after hit
- c. Sonic becomes invisible and invincible after being hit (must have at least 1 ring)
- d. Once invincible stay invincible — end of level
- e. Sonic doesn't lose rings when hit
- f. Tails doesn't lose rings when hit
- g. Go straight to the end sequence
- h. Only 1 ring needed to enter Special Stage
- i. Each ring worth 2 in Special Stage (Sonic)
- j. Each ring worth 3 in Special Stage (Sonic)
- k. Each ring worth 4 in Special Stage (Sonic)
- l. Each ring worth 5 in Special Stage (Sonic)
- m. Each ring worth 6 in Special Stage (Sonic)
- n. Each ring worth 7 in Special Stage (Sonic)
- o. Each ring worth 8 in Special Stage (Sonic)
- p. Each ring worth 2 in Special Stage (Tails)
- q. Each ring worth 3 in Special Stage (Sonic)
- r. Each ring worth 4 in Special Stage (Tails)
- s. Each ring worth 5 in Special Stage (Tails)

- a. Each ring worth 6 in Special Stage (Tails)
- b. Each ring worth 7 in Special Stage (Tails)
- c. Each ring worth 8 in Special Stage (Tails)
- d. Start with 1 Chaos Emerald
- e. Start with 2 Chaos Emeralds
- f. Start with 3 Chaos Emeralds
- g. Start with 4 Chaos Emeralds

- h. Start with 5 Chaos Emeralds ALZTCACA
- i. Start with 6 Chaos Emeralds AGZTCACA
- j. Start with 7 Chaos Emeralds (Super Sonic) ACZTCACA
- k. Need 1 ring to become Super Sonic (+ code j) AGZTCACJ
- l. Need 5 rings to become Super Sonic (+ code j) A0ZTCACJ
- m. Need 10 rings to become Super Sonic (+ code j) BLZTCACJ
- n. Need 25 rings to become Super Sonic (+ code j) DGZTCACJ
- o. Need 40 rings to become Super Sonic (+ code j) FCZTCACJ
- p. Super Sonic doesn't lose ring when hit K4ZTCA9N
- q. Start with 15 rings 2VATBCRN
- r. Level Select Menu (Press A & Start on title screen to activate menu) RE8AA60W

A02TCAF8

982TCAF8

ALTACAF8

ALTACA9J

ATTTC4W

ATTTC5G

GJ8AAA4G

AH2TCAH6

SBJAHJWJ

SBJAHNWJ

SBJAHTWJ

SBJAHYWJ

SBJAH2WJ

SBJAH6WJ

SBJAHAWJ

SBJAHJWR

SBJAHNWR

SBJAHTWR

SBJAHYWR

SBJAH2WR

SBJAH6WR

SBJAHAWR

A4ZTCACA

A0ZTCACA

AWZTCACA

ARZTCACA

## Splatterhouse 2

- a. Infinite lives AX2TAA8Y
- b. Invincibility AX2TAA68
- c. Hits hurt twice as much HH2TBL8
- d. Start with 1 life AE0AAAAGA
- e. Start with 2 lives AJ0AAAAGA
- f. Start with 3 lives AN0AAAAGA
- g. Start with 5 lives AY0AAAAGA
- h. Start with 6 lives A20AAAAGA
- i. Start with 7 lives A60AAAAGA
- j. Start with 8 lives BA0AAAAGA
- k. Start with 9 lives BE0AAAAGA

## The Terminator

- a. Protection from most damage RO3A861A
- b. Infinite time bombs AW9T8A78
- c. 1 time bomb at a time AG2A8AG0
- d. 2 time bombs at a time AL2A8AG0
- e. 5 time bombs at a time A02A8AG0
- f. 9 time bombs at a time BL2A8AG0
- g. Energy capsules worth less BC2A8AH2
- h. Energy capsules worth more EC2A8AH2

# Nintendo®

## Castelian

- a. Start with 1 life PEVKYPLA
- b. Start with 6 lives TEVKYPLA
- c. Start with 9 lives PEVKYPLE
- d. Infinite lives SLXGGLVI
- e. 5 continues IOAKTZZA
- f. 8 continues AAOKTZZE
- g. 1 life after continue PEOLVTLA
- h. 6 lives after continue TEOLVTLA
- i. 9 lives after continue PEOLVTLE
- j. Infinite time KZOZPALG



# THE ULTIMATE

BOOST YOUR GAME



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GAME  
HE

- k. Infinite continues + XVOLKTAX
- l. More time level on 1 + XVOLUTVS
- m. More time level on 2 + ZEEZZZPA
- n. More time level on 3 + ZEEZIZPA
- + ZEEEXAZPA

## The Flintstones

- a. Infinite lives SXOEAEVK
- b. 1 life AAVEYPZA
- c. 6 lives IAVEYPZA
- d. 9 lives AAVEYPZE
- e. Start with 99 coins LVEALOZA
- f. Start with Sling-shot PEEEEAPAA
- g. Start with Axe ZEEEAPAA
- h. Start with Bomb GEEEAPAA
- i. 15 coins on pick-up YEXVLZIA
- j. 2 coins on pick-up ZEXVLZIA
- k. Sling-shot uses no coins AAKEETLA
- l. Axe uses no coins AAKEOTLA
- m. Bomb uses no coins AAKEXVZA
- n. Infinite energy + SZKVLKVK
- + SXXOAOVK

## Hook

- a. Start with 1 life AAETXYZA
- b. Start with 6 lives IAETXYZA
- c. Start with 9 lives AAETXYZE
- d. Infinite lives player 1 SZNYAEVK
- e. Infinite lives player 2 SZNNIEVK
- f. Infinite energy player 1 GXKSOIST
- g. Infinite energy player 2 GXVIKIST
- h. Max energy from food p 1 AASIVTIA
- i. Max energy from food p 2 AAVSKTIA
- j. No energy from food ATKINVGZ
- k. Play with less energy + AZVNGEYK
- (Player 1 only) + AZEVXNYK
- + ATKINGVZ

## Mega Man 3

- a. 1 life AAUGKPZA
- b. 6 lives IAUGKPZA
- c. 9 lives AAUGKPZE
- d. Infinite lives AEUKXLPA
- e. 1 life after continue AAOONPZA
- f. 6 lives after continue IAOONPZA
- g. 9 lives after continue AAOONPZE
- h. Mega-jump YEVKUTGA
- i. Longer slides ASSILLGP
- j. Speedy slides NNVIILEE
- k. Faster moving NYNKXSGK
- l. Light-speed moving ZANKNIPA
- m. Infinite energy GXVAAASA

## Terminator 2

- a. Infinite lives SXOELOVK
- b. 1 life PANXTLGA
- c. 9 lives PANXTLGE
- d. Infinite energy GXVTVZAK
- e. Take minimal damage + OZETEUPK
- + VYETOUNN

- f. Super jump XNNPXOKN
- g. Slower running + PAXPUZZA
- + PAUONZZA
- h. Jump further + LESOOGZA
- + LEVPSGZA
- + LAXPUZZA
- + LAUONZZA

## Tiny Toons Adventures

- a. 1 life AEEGSYZA
- b. 6 lives IEEGSYZA
- c. 9 lives AEEGSYZE
- d. 1 life after continue AEXNZZA
- e. 6 lives after continue IEXNZZA
- f. 9 lives after continue AEXNZZE
- g. Slow down timer YYNSKXLU
- h. Speed up timer YPNSKXLU
- i. Infinite lives SZNOUNVK
- j. Pick up more hearts AEEPPTYA
- k. Infinite energy after SZOOSVVK
- l. Collecting 1 heart
- m. Use with p, q, r or s + VEXKUYSA
- + XXEKONoz
- + IEEKXYPA
- + ZEEKXYPE
- + YEEKXYPE
- + GOEKXYPE

## Tom and Jerry

- a. 1 life PASNOZLA
- b. 6 lives TASNOZLA
- c. 9 lives PASNOZLE
- d. Infinite lives SXSNZEVK
- e. Infinite energy AEONGAPA
- f. Minimum energy (?) LEONGAPA
- g. Start on World 2 AESNNPAE
- h. Start on World 3 AOSNNPAA
- i. Start on World 4 AOSNNPAE
- j. Start on World 5 AXSNNPAA

# SUPER NES

## Street Fighter II

Street Code	Key in	Effect
1	BD62-672A	90 seconds per battle instead of 99
2	6D62-672A	80 seconds per battle
3	5D62-672A	70 seconds per battle
4	1D62-672A	60 seconds per battle
5	9D62-672A	50 seconds per battle

- 6 0D62-672A
- 7 7D62-672A
- 8 4D62-672A
- 9 FD62-672A
- 10 DF80-AD64

11 EDBE-0F09

12 C9BE-0DA9

13 BB63-6D2A

14 BD63-6D2A

15 6D63-6D2A

40 seconds per battle  
30 seconds per battle  
20 seconds per battle  
10 seconds per battle  
Win 1 bout to win the match instead of 2 out of 3 — must switch off effects before fighting M.Bison™  
Dizziness wears off very quickly  
Dizziness lasts longer — on harder levels, won't work on computer  
99 seconds in 1st bonus round instead of 40  
90 seconds in 1st bonus round  
80 seconds in 1st bonus round





# 231088

# GENIE INE

# GAMES CHEAT



## GAME BOY GAME GENIE

NOW AVAILABLE

### Battle Toads

You are Zitz, a Battle Toad whose slimy sidekicks have been kidnapped by the evil Dark Queen and imprisoned on Armagedda. It's no good advertising in the local paper for replacements — you'll have to rescue the web-fotted warriors yourself (with the help of these amphibian Game Genie codes, of course!).

- |    |              |   |
|----|--------------|---|
| 1  | #007-ED8-E66 | Start with only one chance to get it right. No extra lives!   |
| 2  | #057-ED8-E66 | Start with six lives  |
| 3  | #097-ED8-E66 | Start with ten lives  |
| 4  | #007-C2E-3BE | Infinite continues  |
| 5  | #017-F28-E66 | Only one continue   |
| 6  | #057-F28-E66 | Five continue options   |
| 7  | #0A7-F28-E66 | Ten continue options  |
| 8  | #FAC-CAF-4C1 | Infinite energy (not effective against the last few end of level baddies so use with code 12)   |
| 9  | #063-26F-D5A | Start first life with only half energy  |
| 10 | #06E-388-D5A | Start subsequent lives with only half energy  |
| 11 | #0E3-26F-D5A | Start first life with two extra energy/hit points   |
| 12 | #0EE-388-D5A | Start subsequent lives with two extra energy/hit points   |
| 13 | #FAD-918-4C1 | Keep axe after loss of life   |
| 14 | #005-42E-E6E | The big arms that hack at you from caves on level one do not move   |
| 12 | #007-B0E-F71 | Infinite lives (use only in combination with code 8. Effective up until the timer is employed on the last level. From then on, you're on your own!) |

### T2 — The Arcade Game

He's back! Big surprise. But if you don't have a Game Genie then Arnie might not be back for very long. Trust me...

- |    |              |                        |
|----|--------------|------------------------|
| 1  | #F0C-9DD-6E9 | Infinite energy        |
| 2  | #023-46F-F7E | Start with two lives   |
| 3  | #043-46F-F7E | Start with four lives  |
| 4  | #083-46F-F7E | Start with eight lives |
| 5  | IF0C-ABD-6E9 | Infinite lives         |
| 6  | #FA4-B8E-4C1 | Infinite rockets       |
| 7  | #FAD-5CE-4C1 | Infinite continues     |
| 8  | #028-1CF-E66 | Select two continues   |
| 9  | #048-1CF-E66 | Select four continues  |
| 10 | #088-1CF-E66 | Select eight continues |

- |    |                       |                               |
|----|-----------------------|-------------------------------|
| 24 | CBA0-AF64 + EEA0-AFA4 | Always fight Ryu™             |
| 25 | CBA0-AF64 + DDA0-AFA4 | Always fight Honda™           |
| 26 | CBA0-AF64 + DFA0-AFA4 | Always fight Blanka™          |
| 27 | CBA0-AF64 + D4A0-AFA4 | Always fight Guile™           |
| 28 | CBA0-AF64 + D7A0-AFA4 | Always fight Ken™             |
| 29 | CBA0-AF64 + D0A0-AFA4 | Always fight Chun-Li™         |
| 30 | CBA0-AF64 + D9A0-AFA4 | Always fight Zangief™         |
| 31 | CBA0-AF64 + D1A0-AFA4 | Always fight Dhalsim™         |
| 32 | CBA0-AF64 + DBA0-AFA4 | Always fight Balrog™          |
| 33 | CBA0-AF64 + DCA0-AFA4 | Always fight Vega™            |
| 34 | CBA0-AF64 + D6A0-AFA4 | Always fight Sagat™           |
| 35 | B9A0-AFO4             | Fight M.Bison™                |
| 36 | DDA4-A404 + 6DA4-A764 | Always fight on bonus stage 1 |
| 37 | DDA7-AF04 + DDA7-A4A4 | Always fight on bonus stage 2 |

### For codes 38 and 39, Zangief's pile driver does less damage

- |    |                       |   |
|----|-----------------------|---|
| 38 | 3CA4-DD67 + FEA4-DFD7 | High throw and grab damage                                |
| 39 | 3CA4-DD67 + EEA4-DFD7 | Minimum throw and grab damage                             |
| 40 | 503E-04DF             | Player dies after getting hit by two blows                |
| 41 | 60AC-AFD4             | Both players start with 3/4 energy (1/4 damage)           |
| 42 | 96AC-AFD4             | Both players start with 1/2 energy (1/2 damage)           |
| 43 | 4AAC-AFD4             | Both players start with 1/4 energy (3/4 damage)           |
| 44 | C2CC-A7DF             | Round number does not advance (can't fight to a draw)     |
| 45 | DF81-A704             | 1 draw ends fight in VS. battle                           |
| 46 | 893E-04DF             | Most punches and kicks do no damage                       |
| 47 | DDAC-AFD4             | Both players start with no energy (1 hit and you're dead) |
| 48 | DDAC-AF64             | Player 1 starts with no energy (1 hit and he's dead)      |
| 49 | C4A4-6767             | Perform mid air special moves!                            |
| 50 | 72A6-AF64             | Mirror match — same player vs. same player                |
| 51 | 4A6C-6D69             | Jump off walls!   |
| 52 | B229-A7A7             | Hit opponent from wherever you're standing                |
| 53 | D524-07D7             | Computer cannot block attacks                             |
| 54 | 01A4-0767 + F0AE-6D04 | Control a boss (chose vs. Ryu and Ken)                    |

- |    |                       |   |
|----|-----------------------|---|
| 16 | 5D63-6D2A             | 70 seconds in 1st bonus round   |
| 17 | 1D63-6D2A             | 60 seconds in 1st bonus round   |
| 18 | 9D63-6D2A             | 50 seconds in 1st bonus round   |
| 19 | 7D63-6D2A             | 30 seconds in 1st bonus round   |
| 20 | 4D63-6D2A             | 20 seconds in 1st bonus round   |
| 21 | FD63-6D2A             | 10 seconds in 1st bonus round   |
| 22 | 4DC6-6493             | Championship mode on  |
| 23 | 6DCF-D764 + FFCF-D7A4 | Advance to next level when you continue (must switch off before you continue on M.Bison™ stage) |

**Note:** For codes 24 thru 34, do not choose the character you want to always fight



## GAME BOY

### BATLETOADS £24.99

This game is the best. Just brill. Full of fun and frolics. You play one of the kicking toady dudes in an attempt to rescue his buddies from the Dark Queen. Loads of funny animation and with more varied gameplay sequences than you could shake a very large stick at. This is the one. **99%**

### CASTLEVANIA II £19.99

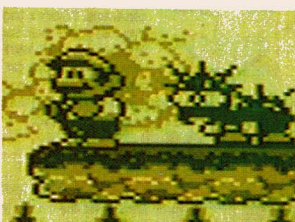
Brill version of the classic Dracula hunting game. The little screen and the monotone graphics tend to be less of a problem than you might think and the game chugs along at a fair old pace. Good stuff. **98%**

### FINAL FANTASY ADVENTURE £24.99

A mini Zelda. Truly huge graphic jaunt through lands of mysticism. A superb game that is the first true Game Boy adventure of any worth. An essential buy that will give hours of gameplay. **98%**

### MEGA MAN £21.99

One of Game Boy's start cartridge heroes of all time. **98%**



### SUPER MARIO LAND II £24.99

A bit easy. Supposed to be the biggest hand held cart ever — truly huge. Will sell by the bucket load. **98%**

### MONOPOLY £25.99

Very good game with the choice of up to eight computer opponents of varying degrees of ability or a human competitor. This really works — a classic. **97%**

### SUPER SCRABBLE £24.99

Superb. Simple to play. Various levels of challenge and totally addictive. Will be a classic. **97%**

### CHOPLIFTER II £24.99

Re-hashed, almost exact copy of the original, but with enough little new twists for the game to still be appealing. **93%**

### FACEBALL 2000 £24.99

3D Pacman, a very simple idea that works well, very well. Check it out. **93%**

### TINY TOONS £24.99

Brill arcade adventure game in which you jump, spring and generally act in a platform way. A good little game. **93%**

### BLUES BROTHERS £24.99

Boasting the same characters from the film, but with nowhere near the same plot. Jake and Elwood are playing a gig in a small town, but the locals, being music lovers, have hidden their instruments. Great graphics and animation make this a classic. Check it out. **92%**

### CONTRA £24.99

Non-stop action and highly addictive gameplay elevate this standard shoot everything game to something a bit special. **92%**

### PROBOTECTOR £24.99

A smart cart despite a couple of annoying play points, like the way you start from the beginning of the level after you die. Worth having. **92%**

### SOLOMANS CLUB £24.99

Very addictive smart puzzle game. **92%**

### JEEP JAMBOREE £24.99

A driving sim game with courses varying in difficulty leaving little room for boredom. **91%**

### DR. FRANKEN £24.99

Dr. Franken searches his castle for bits of his girlfriend. There are about 100 spook-filled rooms to search, packed with monsters. **90%**

### SPEEDBALL £23.99

A future sim-like movie Rollerball, you dash around attacking the opposition. **90%**

### TERMINATOR II £19.99

Very impressive game on the Game Boy. A platform, shoot, puzzle game. Good animation and sound. Well worth checking out. **90%**

### MARIO TENNIS £19.99

Sports sim, with four difficult levels. This game is fast paced with realistic ball and player movement. **89%**

### REVENGE OF THE GATOR £24.99

Well worth a look at this smart pinball game, with ramps, flippers, etc. **89%**

### R-TYPE II £24.99

A blasting freaks dream, but very similar to the first game. The gameplay is not too bad. **88%**

### ADDAMS FAMILY £24.99

Although graphically not tremendous, it is competent and cute. **80%**

## GAME GEAR

### SUPER KICK OFF £29.99

A real winner of a best soccer game. Fast, responsive action and exciting ball handling, with one or two players. Excellent. **95%**



### LEMMINGS 29.99

Great fun game and incredibly addictive. 100 levels of sheer fun. Save the Lemmings from impending doom by using your various skills to get them through the complicated puzzles. **92%**

### PRINCE OF PERSIA 29.99

A classic arcade adventure game. You will die many times before you manage to work your way out of the first level. Great game exploring, and tackling the puzzles and problems. **91%**

### DONALD DUCK: THE LUCKY DIME CAPER £29.99

A super platform game, even more lastable than Sonic the Hedgehog. Donald Duck chases the evil witch along various horizontally scrolling levels. **91%**

### WORLD CLASS LEADERBOARD £27.99

An excellent third person perspective golfing sim. The graphics are great and with its four 18-hole courses, this is good value. **91%**

### SHINOBI £24.99

You are a Master Ninja. You must stand against an evil group of terrorists with only your martial arts skills and your Ninja Magic! **90%**

### SONIC THE HEDGEHOG £29.99

Spin through space with Sonic, the real cool hedgehog. Loop until you are dizzy, save the animals and become the super hero! **90%**

### SUPER OFF ROAD £27.99

Great graphics and smooth, fun playability on this wicked 4x4 trucks race game. **90%**

### CHUCK ROCK £27.99

One of the best you can get on the Game Gear. Great graphics, animation, backdrops and wonderful rock-chucking display. **89%**

### MICKEY MOUSE £24.99

This is excellent with great backdrops and awesome gameplay. Mickey has to travel through many scrolling platform levels in the Castle of Illusion. **89%**

### COLUMNS £19.99

As jewels fall, try to match colours horizontally, vertically or diagonally. The puzzle challenge of a lifetime. **86%**

### CHASE HQ £27.99

This conversion of the popular Taito coin-op is a lot faster and playable than the Master System version. Join Raymond and Tony as they speed around in their Porsche, ramming criminal cars off the road. **85%**

### SPIDER MAN £24.99

Spider Man is battling against Kingpin, Venom, the Lizard, Doctor Octopus, Electro, Sandman and Hobgoblin over a number of eight-way scrolling stages. This is great fun to play and very challenging to boot. A good platform game. **85%**

### NINJA GAIDEN £24.99

As Ryu, a present-day Ninja, you must find and destroy the organisation that is after the powerful Dragonsword. **84%**

### GALAGA '91 £27.99

A good blaster. A back to basics shoot 'em up, with excellent graphics, rumbling sounds and highly addictive blasting gameplay. **83%**

### WOGAN LAND £27.99

A horizontally scrolling platform game, probably the nearest you can get to Mario style action on a mini screen. Excellent graphics and playability. **83%**



### FANTASY ZONE £27.99

Flying around the bizarre scrolling backdrops, blasting everything that moves, is the name of the game here. **82%**

### THE CHESSMASTER £24.99

Fancy a quick game of chess? This game has great graphics, some digitised speech and an opponent that will give you something to think about. It makes a great break from blasting. **82%**

### FACTORY PANIC £24.99

Sneak into the factories owned by a vicious tycoon and get the quality products to the people who rightfully deserve them. **81%**

### INDIANA JONES III £27.99

Join Indiana Jones as he runs around five levels of platform action, causing aggravation to Nazis in an attempt to locate the Holy Grail. Graphically excellent. You can be put off because it is so hard. **81%**

### TERMINATOR £27.99

Fun and entertaining platform action with great graphics and challenging gameplay. The speed of the game means baddies rush you with no warning, but practice makes perfect, and it's well worth a go. **81%**

### G-LOC £24.99

Strap yourself into your G-Loc super plane and destroy the demented future world and their multi-national death squads. **80%**



### SONIC THE HEDGEHOG II £29.99

He's back with jazzed-up graphics, speeded-up gameplay and a higher difficulty setting. Conspicuous by his absence is Tails, his sidekick. The reduced visibility makes it almost impossible to see where Sonic is going, and what he is getting in to. Great fun though. **80%**

### STREETS OF RAGE £27.99

A graphically stunning product. The scrolling beat 'em up action is just as much fun as ever, although there are only two characters. There is also a good two player link mode. **80%**



# ACTION GAMES



## ALIENS VS. PREDATOR

ACTIVISION

You are the Predator: the perfect hunter, after the ultimate prey: the Aliens. Just like in the Comics, the war rages on.



## BART'S NIGHTMARE

ACCLAIM

Bart Simpson's lost his homework, and it's up to you to guide him through his dreams to retrieve his papers.



## BATMAN RETURNS

KONAMI

Based on the movie of the same name. Help the caped crusader stop The Penguin before he becomes mayor.



## BATTLE BLAZE

AMERICAN SAMMY

Medieval fighting action has you going one-on-one against the meanest adversaries you'll ever meet. You can fight a friend too.



## BLUES BROTHERS

TITUS

Jake and Elwood Blues are back in action. Try to keep the cops from them, as they must escape to their next gig.



## BRAWL BROTHERS

JALECO

The drug cartels are becoming bolder, and are holding the city in a grip of fear. It is up to you and a friend to save the day.



## BUSBY

ACCOLADE

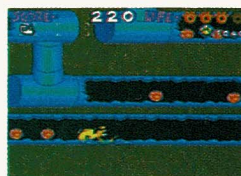
Join the coolest cat in town as he tries to stop an alien invasion. This game will wow you and tickle your funny bone.



## BUSTER BUSTS LOOSE

KONAMI

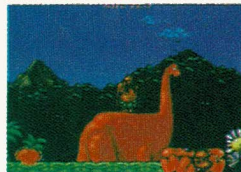
Join Buster Bunny as he travels through Acme Acres. His pals Dizzy, Hampton and others are here to help him out.



## CHESTER CHEETAH

KANEKO

The Cheetos eat'n machine is in his own Super NES cart. Free him from the city zoo, and watch his hilarious antics.



## CHUCK ROCK

SONY IMAGESOFT

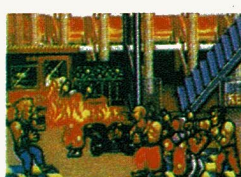
For belly bobbin' frills join Chuck Rock as he leads you on a hilarious journey through prehistoric Earth.



## CLAYMATES

INTERPLAY

A witch doctor has kidnapped Professor Putty. You must save him. By using his inventions, you can transform into clay.



## COMBATRIBES

AMERICAN TECHNOS

Three fearless fighters try to save the city from a band of criminals. This cart is filled with action-packed fighting scenes.



## CONGO'S CAPER

DATA EAST

You're a caveboy out to rescue your girl from the clutches of a mischievous sprite. Features side-scrolling non-stop action.



## CYBERNATOR

KONAMI

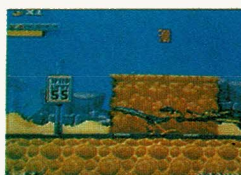
Don your exo-suit and prepare yourself for a full scale assault on an enemy fortress. It's all up to you to save Earth's colonies!



## DEAD DANCE

JALECO

Another game in the now popular fighting genre. Fierce martial arts action featuring a competition to be the best warrior.



## DEATH VALLEY RALLY

SUNSOFT

The Road Runner is here, and that pesky coyote won't leave him alone! Lots of cartoon guest stars will also appear!



# WHAT'S IN THE BOX

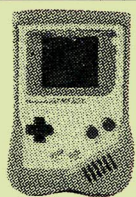


**£69.99**

## GAME BOY HAND HELD BLACK & WHITE

Game Boy comes complete with Tetris game pack, the compulsive building block puzzle game. Included in the pack are stereo earphones, 4AA batteries plus player link, enabling head-to-head challenge. The Game Boy can be powered by rechargeable battery pack (see below) not included in the basic price.

## ACCESSORIES

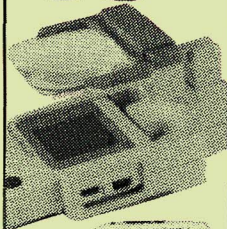


**Konix G.B. Holster** for Gameboy (attaches to belt).

**£8.99**

**Magnifier** for Gameboy (2X specification).

**£9.99**

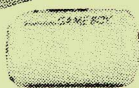


**Magnilight** for Gameboy (magnifier and light).

**£13.99**

**Amplifier** for Gameboy (stereo sound).

**£9.99**

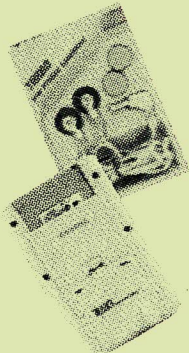


**Battery Pack** for Gameboy (re-chargable from mains).

**£3.99**

**Nuby Game Pak Cartridge Case** (holds 12 Gameboy cases).

**£9.99**



**Stereo Earphones** for use with hand-helds or personal stereos (colours may vary).

**£23.99**

**Naki Action Pack.** Rechargeable battery for Gameboy (lasts five hours — slots into back).

**£19.99**

**Leda Storage Rack** for cartridges (stackable) £9.99 . . . **Holsters and belt** for Gameboy with cartridge pouch £9.99 . . . **Cleaning Kit** for all consoles or hand-helds £6.99 . . . **Naki replacement screen** £7.99 . . . **Mains Adaptor** for Gameboy (switchable) £12.99 . . . **4-Player Adaptor** for Gameboy £19.99.

**Leda Carry Case** with screen cleaning kit (storage space for equipment & 4 games).

**£9.99**

**Gamelight** for Gameboy (for dark or dim light).

**£9.99**

**Logic 3 Protector Carry Case** for Gameboy.

**£9.99**



## N ♦ E ♦ S

### 8 BIT

#### Control Deck

The basic unit! Box contains: 8-bit console, two hand controllers — no games, gives you the choice of your first game.

**£54.99**



#### Control Deck Plus

2 controllers and 1 game

**£59.99**



#### Control Deck Set

8-bit console, two hand controllers and includes Super Mario II.

**£79.99**

#### Action Set

All the usual NES fun plus the Nintendo Zapper Gun for extra action. Set contains 8-bit console, two hand controllers, Super Mario Bros, and Duck Hunt games — and the Zapper Gun.

**£79.99**

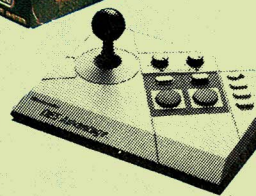


## ACCESSORIES



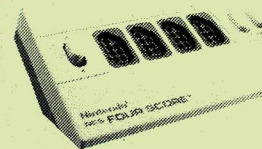
**Nintendo Cleaning Kit.** It's the best way to keep dirt and dust at bay!

**£9.99**



**NES Advantage.** Rapid fire, slow motion and dynamic joystick design helps bring out the best in all Nintendo games!

**£39.99**





# Nintendo®

16 BIT

S ♦ N ♦ E ♦ S

## Super NES UK Version

Offers a complete and cost effective 16-bit Control Deck, one hand controller and includes Super Mario World, the much acclaimed video game starring everyone's favourite Italian plumber.

£129.99

## Super NES Solus set

Includes Super NES Control Deck and one hand controller only, giving freedom of choice when selecting first game pack from the growing library of SNES titles.

£109.99

## ACTION PACK



Including the hardware, and also Super Nintendo Scope and Scope 6 game pack and one controller.

£159.99

## Street Fighter II

Street Fighter II bundle includes the SNES Control Deck with one hand controller and the SNES console version of the worlds most successful arcade game Street Fighter II.

£159.99



## ACCESSORIES

Super Nintendo Controller is an efficiently designed controller with 8-way crosskey joystick. With A + B colour coded buttons, it also has left and right fine adjustment buttons.

£12.99

Stereo AV Cable, a must if you require your Super Nintendo to be used with your audio visual units.

£12.99



Double Player. Infra-red and Ultra cool, the two player remote control allows spaghetti free play using an infra-red device.

£49.99



NES Max. The 360 degrees swivelling Cycloid button gives you precise control, and the rapid fire buttons can destroy any opponent with the blink of an eye!

£24.99



Zapper. Travel through time, shooting at the bad guys but sparing the good in some of Nintendo's most exciting Game Paks!

£29.99

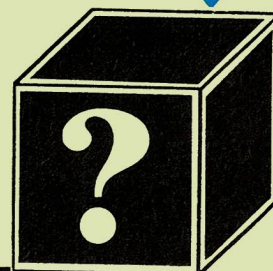
Four Score. With this innovative accessory you can take advantage of the four player action.

£29.99



Super Nintendo Scope gives pin-point accuracy (to one TV pixel) with infra-red technology. The scope is cordless and battery powered giving up to 150 hours from six AA batteries. Shoulder mounted for steady aim it fires from sitting or standing position, left or right handed. Maximum range 5 metres. Comes with six different games in one game pack.

£59.99





# ACTION GAMES



## DEVIL COURSE

T & E SOFT

Pack up your golf bags and head out to the links! There are 18 holes of golfing fun over the most challenging courses!



## DINO CITY

IREM

After being teleported through time, you and a dino buddy must find a way to get back to the present day.



## DOOMSDAY WARRIOR

RENOVATION

Take on a league of vicious warriors in a one-on-one fighting blowout! Many obstacles to tackle along the way!



## DRAGON'S LAIR

DATA EAST

Dirk the Daring is back, and Daphne is in trouble again. Save the princess from Singe the Dragon before it's too late!



## DREAM PROBE

RENOVATION

A science fair project goes hay-wire! Take control of a US scientist in search of a young girl. Take on many levels.



## DREAM TV

TRIFFIX

Being drawn into a television can lead to real adventure! Side scrolling action and odd powerups add up to TV fun.



## EQUINOX

SONY IMAGESOFT

A magical storm has swept the land. Destruction is everywhere, and it's up to you to find the cause of this latest curse.



## FACEBALL 2000

BULLET PROOF

It's tag of the future! Travel around a maze, and blast all that get in your way. Fight against a friend. Oh, what fun!



## FAMILY DOG

THQ

Every dog has his day, and this one has his own game. Based on a cartoon, control a pooch who's having a bad day.



## FATAL FURY

TAKARA

Andy and Terry Bogard's father had been killed in a martial arts fight. Along with their friend Joe, they must seek revenge.



## FIRST SAMURAI

KEMCO

As the First Samurai, you must traverse a wide variety of dangerous lands in search of evil. Just don't lose your sword!



## F-1 ROC 2

SETA

This racing car shows off the Super NES with the new coprocessor chip. Lots of scaling makes this one stand out.



## GUNFORCE

IREM

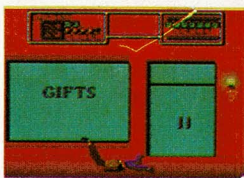
Deep behind enemy lines, you and a friend must infiltrate an enemy stronghold. You are heavily armed, and very deadly.



## HARLEY'S HUMONGOUS ADVENTURE

HI TECH

It's a clay animation adventure. Harley has been shrunk down, and he must assemble the pieces of the shrink ray.



## HOME ALONE 2

THQ

Kevin's been left alone again. Where? New York of course, and the Wet Bandits want a little revenge after last year.



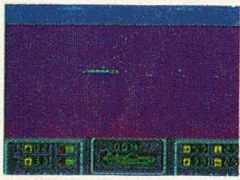
## HOOK

SONY IMAGESOFT

A fanciful adventure through Never Never Land has you assume the role of Peter Pan and save the day.

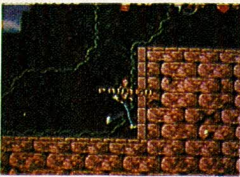


# A C T I O N G A M E S



## HUNT FOR RED OCTOBER HI TECH

Your mission if you choose to accept it is to navigate the Red October into enemy territories, and defect to their side.



## JAMES BOND JR THQ

The super secret boy agent has stumbled across an insidious plot to rule the Earth. Travel to exotic locations and explore.



## KING OF MONSTERS TAKARA

It's wrestling with a whole new look! Assume the form of some gigantic rubber monsters and trash some major cities!



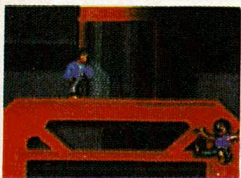
## KING OF RALLY AMERICAN TECHNOS

Drive on treacherous terrain in this race across the country. Choose your truck and go for the gusto! Watch for opponents.



## KRUSTY'S SUPER FUNHOUSE ACCLAIM

Help Krusty the Clown defend his home from a bunch of rats. Use a variety of tools to lure the little buggers to their doom.



## LETHAL WEAPON OCEAN

Join Murtaugh and Riggs as they recreate the scenes from the hit series Lethal Weapon. Lots of law enforcement action.



## LOST MISSION VIC TOKAI

Get set for the mission of a lifetime! Fight in combat scenes that give you a good look at the battle. Not for the novice player.



## MAGICAL QUEST CAPCOM

Mickey Mouse is back, and he looks better than ever! Pluto's been dognapped, and you must save him before it's too late!



## MAGIC SWORD CAPCOM

The classic arcade quest is here. Armed with your sword and a few allies, you must scale a tower filled with evil.



## METAL JACK ATLUS

In an age where crime is rampant, the city has unleashed its last protectors: the Metal Jack police units. Fighting galore!



## MORTAL KOMBAT ACCLAIM

Bloodthirsty combat pits two warriors against each other in this superb translation of the popular coin-op hit.



## MUSYA SETA

The gate that separates the dark world is about to open. Armed with only your spear, delve into the dark corridors.



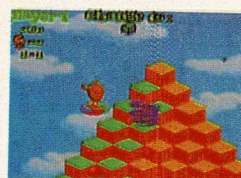
## POWER MOVES KANEKO

Another fighting game in this popular genre. Fight in hand-to-hand glory. Yes, there are special moves, too!



## PRINCE OF PERSIA KONAMI

The Sultan's daughter has been kidnapped and you are thrown into prison. Escape with your life, and save the princess!



## Q-BERT 3 NTVIC

An old friend has come back! Yes, Q-bert is hopping his way across a whole new world of coloured blocks and platforms.



## RAMPART ELECTRONIC ARTS

Build your castles and load your cannons. Fire your artillery at your opponent and with a little luck and skill, you'll survive.



# A C T I O N G A M E S



## REN & STIMPY

THQ

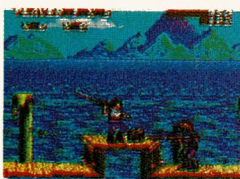
The obnoxious duo is here! Better have your nose goblins ready for this hysterical quest beyond description!



## SENGOKU

DATA EAST

Warrior spirits from feudal Japan have reappeared in the present day. Take to the streets and use your martial arts skills.



## SKULJAGGER

AMERICAN SOFTWAREWORKS

Free Westica from the tyrannical grip of the evil Skuljagger. Tropical adventures and non-stop action await all who play.



## SONIC BLASTMAN

TAITO

He's the latest and greatest superhero, he's Sonic Blastman. Send the enemies to their doom with a giant Bagoom!



## SPELLCRAFT

ASCII

Mystery abounds when you are suddenly drawn to Stonehenge. Mix different potions together to cast spells against the evil foes.



## SPIDERMAN/X-MEN: ARCADE'S REVENGE

LJN

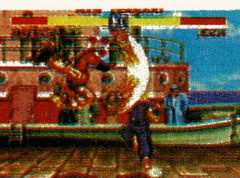
Spiderman and the X-men must fight their way through Arcade's funhouse of doom! Strange and unusual enemies abound!



## STREET COMBAT

IREM

It's one-on-one combat with some of the wackiest characters this side of the universe. Tons of special moves.



## STREET FIGHTER 2

CAPCOM

The fighting game of the century! Choose one of the eight world warriors and fight your way to the top.



## SUPER ADVENTURE ISLAND

HUDSON SOFT

Master Higgins must seek out his kidnapped girlfriend through five rounds of kooky island fun! Master native weapons, too!



## SUPER AQUATIC GAMES

SEIKA

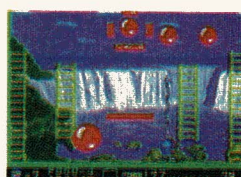
James Pond challenges everyone to a 'fishy' Olympic event! Take part in hurdles, cross-country and many others!



## SUPER BATTLETOADS IN BATTLE MANIACS

TRADEWEST

The Dark Queen is back, and Zits has been captured! Fight your way to his rescue with a variety of special moves.



## SUPER BUSTER BROTHERS

CAPCOM

Blast bubbles that are raining down upon you. The action will get downright fast as you progress further in this game.



## SUPER DOUBLE DRAGON

TRADEWEST

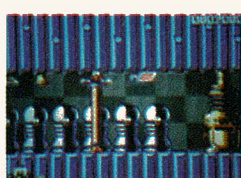
The Double Dragon Brothers are back in their latest and greatest fighting escapade ever. Use a variety of moves to win!



## SUPER EMPIRE STRIKES BACK

JVC

Just like in the movie, guide Luke Skywalker as he fights the Empire. From Hoth to Bespin, all the movie scenes are here.



## SUPER JAMES POND

AMERICAN SOFTWAREWORKS

Join the fearless flounder as he pursues yet another ecological adventure. Features fluid animation (no pun intended!)



## SUPER MEGA MAN

CAPCOM

Mega Man has finally hit the Super NES! Yup, Dr. Wily is at it again, this time with his arsenal of robots in 16-bit glory!



# ACTION GAMES



## SUPER STAR WARS

JVC

Join Luke, Han and Chewbacca as they try to free the galaxy from the Empire. Will Luke stop the Empire's evil plans?



## SUPER STRIKE EAGLE

MICROPROSE

Fly aerial missions over strategic "hot spots!" From a cockpit view to an exterior shot, you control your deadly weapons.



## SUPER TURRICAN

SEIKA

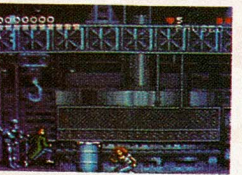
You are a heavily armed Cyborg en route to destroy an alien presence. Plenty of power-ups and total carnage fill this cart.



## SUPER VALIS 4

ATLUS

Join Lena as she attempts to save the Dream World from the grasp of King Gallagher. Plenty of sword-swinging action.



## TERMINATOR

MINDSCAPE

An all new Terminator game is being created for the Super NES. Save Sarah Connor from the mechanical menace.



## THE ADDAMS FAMILY (PUGSLEY'S SCAVENGER HUNT)

OCEAN

Guide Pugsley as he attempts to find items around his wacky family's house. Lots of cartoon action and strategy.



## TINY TOON ADVENTURES

KONAMI

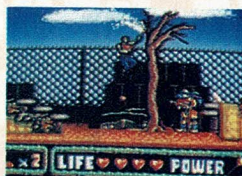
Join the wacky students of Acme Looniversity: Buster, Babs and Plucky, as they try to stop Montana Max!



## TOM & JERRY

HI TECH

The famous cat and mouse duo is back! Now taking their antics to the Super NES, they're sure to inspire a host of new laughs.



## TOXIC CRUSADERS

BANDAI

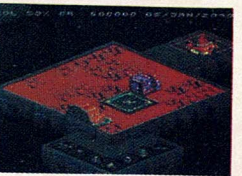
Tromaville is under attack by the vile Dr Killmoff. It's up to our hero Toxie to save the planet from ecological ruin.



## UNIVERSAL SOLDIER

ACCOLADE

Based on the movie of the same name, control a soldier back from the dead as he battles his way against enemies.



## UTOPIA

JALECO

Create an ideal Utopia where the decisions are made by you. Plan your layout and prepare defences for enemy attacks.



## WAYNE'S WORLD

THQ

Garth has been sucked into the video game Zantar. Now Wayne must free him from the gelatinous cube's masses.

# PUZZLE ANSWER

ZOOL LESUIRESUITLARRY CINOSSLIAT B  
I U CHUNLI  
R I A  
A G N V  
M I K E  
GUYBRUSH BALROGS  
M N A  
B A G  
I M R GUILLE A  
S A H Y T  
O GUY D  
N KEN CHUCKROCK  
WARIO M C  
DHASLIM  
DRFANKEN



# WHAT'S IN THE BOX

## GAME GEAR

### HAND HELD COLOUR



Game Gear, inc 'Columns'. The Sega Game Gear has a high resolution 3.2" back-lit LCD colour screen and 32 on-screen colours, from a palette of 4096, for razor-sharp detail. The back-lit screen allows you to play in any kind of light, even total darkness. The Game Gear is powered by 6 x AA batteries (not included) or from either

a rechargeable battery pack (2105) or AC adaptor (2105) or AC adaptor (160205). The Game Gear is so convenient for games players on the move — slips into your pocket, ready for blasting action and sound absolutely anywhere, anytime! Includes a 'Columns' game cartridge as standard.

**£99.99**

### TECH INFO

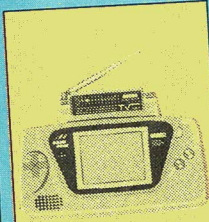
Processor:	Z80A - 3.58 MHz
Memory:	64K RAM
Video Ram:	16K RAM
Powered by:	6 x AA batteries (not included). AC adaptor takes power from the mains with the AC adaptor (with sonic pack). Car adaptor (accessory). Rechargeable battery pack (accessory).
Screen size:	3.2 inches (diagonal)
Screen type:	Full colour high resolution back-lit LCD screen
Resolution:	160 x 146 pixels
Colour:	4096 palette 32 on-screen
Sound:	3 voices, 4 octaves, 1 white noise generator, full stereo sound with any set of headphones (not included)
Input media:	Cartridges
Dimensions:	210 x 113 x 38mm

Game Gear, inc Sonic The Hedgehog. Hardware features as above PLUS! This pack comes supplied with a

Sonic The Hedgehog games cartridge and AC mains power adaptor!

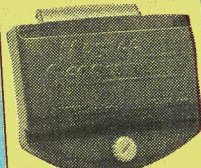
**£129.99**

## SEGA GAME GEAR



**Game Gear TV Tuner** (210105) turns the Sega Game Gear into a portable TV! Compact and lightweight, the unit fits into the cartridge slot and has its own built-in TV aerial. The built-in back stand props the Game Gear up for comfortable hands-free TV viewing. With the AV cable the Game Gear together with TV tuner can be linked to a VCR or camcorder and be used as a remote monitor.

**£74.99**



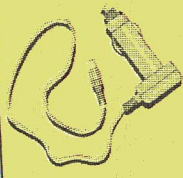
**Game Gear Converter.** Master Gear converter, a small and compact unit which fits to the underside of the Game Gear and allows you to play all the Master System games on the Game Gear.

**£34.99**



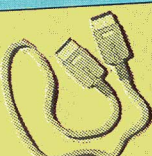
**AC Adaptor for Game Gear** (2105). Takes power from the mains with the AC adaptor.

**£9.99**



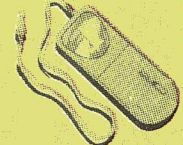
**Car Adaptor for Game Gear** (2115). Plugs into the car cigar lighter for power on long journeys.

**£17.99**



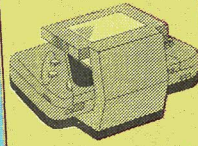
**Game Gear to Game Gear Multi-cable** (2102). Connects two Game Gears together for head-to-head competition.

**£4.99**



**Rechargeable Battery Pack for Game Gear** (2105). Gives hours of play. Recharge using the AC adaptor.

**£29.99**



**Sega Wide Gear** (2116). Magnifier that easily slips over the Game Gear to give an enlarged screen.

**£14.99**



**Leda Carry Case for Game Gear** with screen cleaning kit.

**£12.99**



**Leda Storage Rack for cartridges** (stackable).

**£9.99**

**Logic 3 (LG 551).** Straps for 3-way carrying. Storage for cables and batteries, lightweight case.

**£12.99**

**Handy Power Kit.**

**£39.99**

## MASTER SYSTEM I

### 8-BIT GAMES CONSOLE

**MASTER SYSTEM II.** The Sega Master II features: Connects directly to any TV set; provides high quality graphics and sound; over 150 classic games available; comes complete with: Control pad, 'Alex Kidd in Miracle World' built-in game, AC power adaptor, auto RF switch box.



**£49.99**



**MASTER SYSTEM II 'SONIC PACK'.** The Sega Master System II features: Connects directly to any TV set; provides high quality graphics and sound; over 150 classic games available; comes complete with: 2 control pads; 'Alex Kidd in Miracle World' built-in game; 'Sonic The Hedgehog' cartridge; AC power adaptor; auto RF switch box.

**£79.99**

**MASTER SYSTEM II PLUS INC. 'GANGSTER TOWN'.** The Sega Master System II Plus features: Connects directly to any TV set; provides high quality graphics and sound; over 150 classic games available; comes complete with: 2 control pads; light phaser; 'Alex the Kidd in Miracle World' built-in game; 'Gangster Town' cartridge; AC power adaptor; auto RF switch box.



**£89.99**



**MASTER SYSTEM II PLUS INC. 'SHOOTING GALLERY'.** As SGC but including the 'Shooting Gallery' cartridge.

**£89.99**

### MASTER SYSTEM TECHNICAL INFO

Processor:	8 bit Zilog Z80 CPU	Colour:	64 palette, 16 colours screen
RAM:	64K RAM	Sound:	Mono, 3 voices, 4 octaves
Video RAM:	128K RAM	Scrolling:	Horizontally, vertically, diagonally, partial
ROM:	1048K	Input media:	Cartridges
Resolution:	256x192 pixels		



## MASTER SYSTEM ACCESSORIES

**Joystick — Quickjoy SG Jetfighter.** For use with the Master System and the Mega Drive; ergonomically contoured hand grip; durable nylon centre shaft; 6 durable microswitches and autofire; 2 LED function indicators; slow motion feature — ONLY on Mega Drive. **£14.95**

**Joystick — Quick Shot Aviator 3.** For use with the Master System. **£34.99**

**Mains adaptor.** For use with the Master System. **£6.99**

**Light Phaser.** Experience the ultimate in video shooting games with Sega Light Phaser. For use with the Master System. **£29.99**

**Light Phaser + Cartridge.** The cartridge includes the games Safari Hunt, Gallery Shooting and Clay Pigeon Shooting. **£44.99**

**Rapid Fire Unit.** For use with the Master System. **£5.99**

**Scart Lead.** For the Master System and Mega Drive; gives composite output; 1.5m cord; plug 21 poles; 8-pin audio video connector to Euro-scart Socket. **£7.99**

**Audio/Video Cable.** Sega's Audio/Video cable gives you improved graphics, as well as full stereo sound (when connected to a stereo TV). **£7.99**

**Cartridge Soft Pack — Master & Mega Drive.** Stylish, durable, black, padded case trimmed in Sega blue with a secure velcro flap. Holds up to 8 games cartridges. **£7.99**

**Control Pad.** A replacement control pad for use with the Master System. Plugs into their control port. **£6.99**

**Control Stick.** Puts precise controlling in the palm of your hand. Developed to improve your skills on the Master System. **£14.99**

**Infra-red Control Pad.** A solidly built infra-red controller ideal for the first time user. It fits snugly into the hand and its durable construction means it can withstand hours of use from even the most eager player! **£29.99**

**Joystick — Konix Speedking Autofire.** Fits snugly into the hand for a natural grip and absolute control; 2 microswitched fire buttons; solid steel centre shaft — resists over enthusiastic application; easily accessible autofire with on/off switch; 12 month guarantee; specifically designed for use on Sega Master Systems. **£12.26**

## MEGA DRIVE 16-BIT CONSOLE

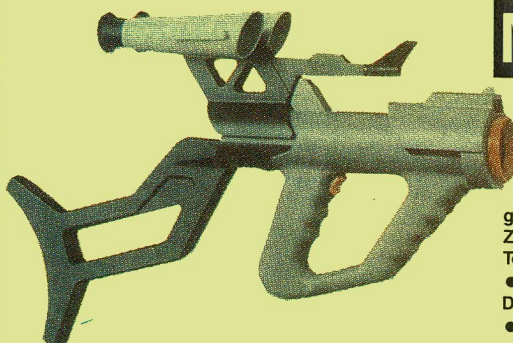
Mega Drive 'Sonic Pack'. The Sega Master System features: arcade quality graphics; superb stereo sound; connects directly to any TV set; over 120 games available; another 150+ Master System games available via optional power base converter; comes complete with control pad; 'Sonic The Hedgehog' cartridge; AC mains adaptor; RF switch box. **£129.00**

Mega Drive, with Menacer lazer 6 game cartridge. **£149.99**



### TECHNICAL INFORMATION

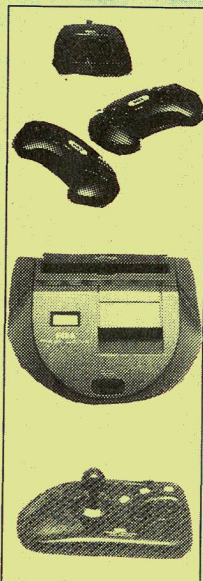
Processor:	16-bit Motorola 68000 CPU (and an 8-bit Zilog Z80)	Colour:	512 palette, 64 colours on screen
Clock speed:	7.67MHz	Sound:	Stereo (via mini jack), 12 voices, custom FM chip
Memory:	128k RAM inc 64K Video RAM	Input media:	Cartridges
Resolution:	320x224 pixels		



### MENACER

3 modules + the exclusive Accu-Sight cursor give you 7 ways to play!  
6 fast paced shooting games on 1 great value cartridge! • Rockman's Zone™ • Front Line™ • Smashed Tomatoes™ • Pest Control™  
• Space Station Defender™ **£59.99**  
• Whackball™

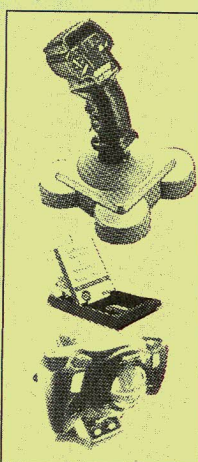
## SEGA MEGADRIVE



**Remote Control.** The ultimate head-to-head system. Remote control action from a range of up to 4 metres. No leads, for complete freedom of play. Just point the controller at the receiver, which should be located at about the same height and an infra-red beam makes the connection. Pack contains 1 receiver unit and 2 hand held units. **£34.99**

**Power Base Converter.** Specially designed to fit snugly into the Mega Drive, the Power Base Converter allows the entire Master System library of over 150 titles to be played on the Mega Drive. **£29.99**

**Arcade Power Stick.** The arcade power stick gives the Mega Drive all the control of arcade games. A rapid fire function has also been added to give you ultimate fire power. **£34.99**



**Joystick — Quickjoy SG Jetfighter.** For use with the Master System and the Mega Drive. Ergonomically contoured hand grip; durable nylon centre shaft; 6 durable microswitches and autofire; 2 LED function indicators; slow motion feature — ONLY on Mega Drive. **£14.95**

**Caddy Pack.** Sleek, durable flip-file. Holds up to 8 games cartridges. **£5.99**

**Joystick — Quick Shot Aviator 3.** Primarily for use with the Mega Drive, but it can be used with the Master System. **£34.99**

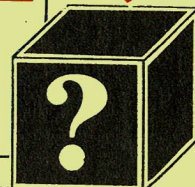
**Scart Lead.** For the Master System and Mega Drive. Gives composite output; 1.5m cord; plug 21 poles; 8-pin audio video connector to Euroscart socket. **£7.99**

**Control Pad.** A replacement control pad. The comfortable design and ultra-responsive controls help to make the Mega Drive the ultimate in home entertainment. **£14.99**

**Control Pad Extension** **£3.99**

**Audio/Video Cable.** Sega's audio/video cable gives you improved graphics, as well as full stereo sound (when connected to a stereo TV). **£7.99**

**Cartridge Soft Pack — Master & Mega Drive.** Stylish, durable, black, padded case trimmed in Sega blue with a secure velcro flap. Holds up to 8 games cartridges. **£7.99**





## DESERT STRIKE £39.99

Great shoot 'em up, full or original features. Should not be missed. **94%**

## THUNDER FORCE IV £39.99

Amazing graphics and gameplay. **93%**

## MICRO MACHINES £34.99

Brilliant game. You are racing around several tracks in a number of vehicles, trying to finish first. You can use an overhead perspective, one in one-player mode you race against three computer-controlled opponents. In the two-player mode it is really nail-biting, trying to force your opponent to make a mistake. An excellent racing game. **93%**



## LEMMINGS £39.99

(Import) — Save the Lemmings from death, build bridges, destroy anything that gets in the way throughout the addictive 180 levels. Simply brilliant, original and addictive. **92%**

## PGA TOUR GOLF £39.99

One of the best multi-player golf games around. You can play on several testing courses and in really tough tournaments, and also vary the skill level so that even a novice can play. Great game. **92%**



## STREETS OF RAGE 2 £39.99

Streets of Rage has now been surpassed by its sequel, which is without doubt the best beat 'em up on the Megadrive. You can choose between four fighters and you have to go around roughing up all the locals. With your massive array of moves you can easily dispatch the most hardened of criminals. Great game to play with a friend. **92%**



## HELLFIRE £34.99

A great shoot 'em up game which is very involved and you have to have some talent to get anywhere. In Hellfire you have to work on the end-of-level guardians before they die. Excellent shooter. **92%**

# MEGADRIVE

## LOTUS TURBO £39.99

Good driving sim that was one of the first MD games to feature two-player split screen. Not as good in one player. **91%**

## SONIC THE HEDGEHOG II £34.99

Great graphics and sound. Far too easy. **93%**

## ATOMIC RUNNER £49.99

The Japanese import of this game was Chelnov. It is superb, good looking, highly challenging and very addictive shoot 'em up. Well worth the price. **91%**

## BLOCK OUT £34.99

Sophisticated 3D game that allows players to solve a puzzle using various shapes, colours and building blocks. **91%**

## BUCK ROGERS £49.99

This massive RPG-style game is far from boring, with loads of missions to complete and tons of variety. **91%**

## CALIFORNIA GAMES £39.99

A brilliant looking playable multi-player game that features rollerskating, skateboarding, hockey, BMX and surfing. A must for all sports fans. **91%**

## CHUCK ROCK £39.99

A brilliant, humorous platform game. Great graphics, sound and gameplay. **91%**

## SPEEDBALL 2 £34.99

A violent and often brutal game set in the future, it is your job to make the worst team in the league the champions. To do this you have to beat up several hard computer teams that will not stop until they have won or injured all your players. In this game you can buy or sell players, train your men to fitness. A superb game in two player mode. **91%**

## AFTERBURNER II £34.99

The sound and speech on this game is terrific and you have the thrills and spills as you fly your fighter through 23 missions of amazing smooth and fast 3D action. Good. **90%**

## GALAHAD £39.99

Known as Leander. Rescue maidens and King Arthur's Treasure. Large levels and loads of bad guys. **90%**

## POPULOUS £39.99

You are a God, and you must guide and build a civilisation from primitive origins. As the civilisation grows so does your power. **90%**

## GLEY LANCER £39.99

Mis-translated Jap shoot 'em up with some novel power-ups and nice baddies. **89%**



## GYNOUG £39.99

A scrolling shoot 'em up with loads weapons, weird enemies, and the hero's got wings. **88%**

## ROAD RASH 2 £39.99

Even if you played the first game you will still want to get this one. The first game was one player only, and this one is now two player, which is a great improvement. **88%**

## EA HOCKEY £39.99

All the fast paced action of real hockey — high speed skating, body checks, ballistic slap shots and fights. **88%**

## DRAGONS FURY £39.99

A classical pinball experience with loads of sub levels and clever fiddly bits. **87%**

## JAMES POND 2: ROBOCOD £39.99

The second instalment sees a half-mental Pond trying to stop Dr Maybe from taking over Santa's toy factory. Better than the original. **87%**

## POWERMONGER £39.99

Massive strategy and war game. Build up your army, attack, defend, use diplomacy, manage farms. For the novice and expert. **87%**

## QUACKSHOT DONALD DUCK £39.99

Search for Garuzia's Great Duck Treasure by gathering tools, clues and keys in danger-ridden lands. **87%**

## RBI BASEBALL 4 £34.99

Brilliant conversion that knocks all other baseball sims for six. Good animation and features. **87%**



## TWO CRUDE DUDES £34.99

One-on-one beat 'em up. Enough challenge for everyone. **86%**

## DECAP ATTACK £39.99

Brilliant platform game, playing the zany character Chuck D. Head, who obviously uses his head to kill everything with. Can you resist a game with such a daft character? **86%**

## NHLPA '93 9EA) £39.99

Updated version of EA hockey. Fast, furious and loads of fun. Playing in two-player a must. **86%**

## TAZ-MANIA £39.99

Great graphics, sound, animation and backgrounds. Wonderful looking platform game. **85%**

## LHX ATTACK CHOPPER £39.99

A great simulation game. You are in a helicopter and lots of enemies to shoot at. There are slick 3D graphics, and this is a serious action orientated game. There are plenty of missions and they get progressively harder. **85%**

## JOHN MADDEN'S FOOTBALL '93 £39.99

This game has now been upgraded with new plays and new teams, and has some great digitised speech. If you haven't got one of the other two versions of this game, then this is an excellent choice of American sports, two or one action. **85%**

## THUNDER FORCE II £39.99

Horizontal scroller with fab graphics. A classic. **85%**

## WHERE IN THE WORLD IS CARMEN SANDIEGO £49.99

Educational detective game with geography and trivia type general knowledge. **85%**

## FATAL REWIND £39.99

Enter a deadly game show where first prize is your life! Escape by climbing and blasting your way to the top of 12 pits. **85%**

## PHANTASY STAR 3 £49.99

A massive game that will take you ages to complete, and you can back up the memory to save the game as often as you like. You escape from jail and you have to get the help of the local heroes to help you rescue your princess. On your journey to have to defeat all sorts of creatures. **85%**

## AYRTON SENN'S SUPER MONACO GP 2 £44.99

A great driving game with Ayrton himself popping up throughout the game offering advice, as you tour the Formula One tracks around the world, trying to beat Ayrton and claim the title yourself. You can use manual or automatic car racing, and you have to use brakes and gear changes a lot. This game is an improvement on the first. **83%**

## ROLO TO THE RESCUE £39.99

In this game Rolo and his furry chums have to set out and rescue another bunch of creatures that have been kidnapped. The areas range from woodland copses, desert scenes, ancient Egyptian landscapes, underground rail cars. **83%**

## FLAMING DODGEBALL KID £35.00

Import  
One or two-player ball throwing game. Tournament and league option. **82%**



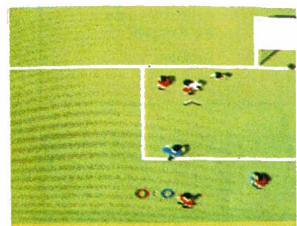
## IMPOSSIBLE MISSION £29.99

Halt the threat to the world posed by Elvin Atombender. Penetrate his stronghold and unscramble the secret code! **97%**

## SONIC THE HEDGEHOG 2

**£34.99**

Much like the original but with loads of new levels, more variety and stiffer challenge. **96%**



## SUPER KICK OFF

**£34.99**

The graphics and sound will have you running till you drop in this classic football game. **96%**

## WONDERBOY III — THE DRAGON'S TRAP

**£29.99**

The ugly beast has turned Wonder Boy into a Lizardman. Find the Salamander Cross, the only force able to restore him. **96%**

## AMERICAN PRO-FOOTBALL

**£29.99**

Take the role of both player and coach to call the plays and control the players. 28 teams from the AFC and NFC. **95%**

## LEMMINGS

**£29.99**

More than 100 levels, totally addictive. Outstanding conversion. **95%**

## CALIFORNIA GAMES

**£29.99**

Six radical events including: Skateboarding, foot bagging, surfing, BMX bike riding, skating and saucer throwing. **93%**

## MICKEY MOUSE IN THE

## CASTLE OF ILLUSION

**£29.99**

Great graphics, gameplay, challenge and sound in this skill platform game. **93%**

## DONALD DUCK AND THE

## LUCKY DIME CAPER

**£32.99**

An excellent platform game; keep you interested for ages. Great. **92%**

## GOLDEN AXE

Superb conversion of the coin-op, with five tough levels. Great graphics and sound. **92%**

## SUPER MONACO GP

**£29.99**

You and your pit team are sent on a 16-race international circuit. Burn rubber with the best drivers around in a test of speed. **92%**

# MASTER SYSTEM

## MASTER OF DARKNESS

**£29.99**

Platform action, great on looks and playability. **92%**

## SUPER MONACO GP

**£29.99**

You and your pit team are sent on a 16-race international circuit. Burn rubber with the best drivers around in a test of speed. **92%**

## PRINCE OF PERSIA

**£29.99**

Save the princess from a fate worse than death in this classic platform game. Stunning animation, loads of levels and great excitement. **91%**

## ALEX KIDD IN SHINOBI WORLD

**£29.99**

After 10,000 years, the once banished Dark Ninja returns to make another attempt to take over the Miracle World. Dare to stop him. **90%**

## CHUCK ROCK

**£32.99**

One of the best platform games on this system. Highly enjoyable gameplay and superb graphics and sound. **90%**

## COLUMNS

**£24.99**

As blocks fall from the top of your screen, try to match colours horizontally, vertically or diagonally. **90%**

## GAUNTLET

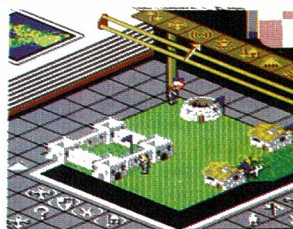
**£29.99**

Call upon the mighty axe of Thor, the scything sword of Thyra, the mystical magic of Merlin and the swift arrows of Qwestor. **90%**

## PACMANIA

**£34.99**

Pacmania takes you into the fantasy world of 3D mazes where you avoid the deadly ghosts. Features secret rooms. **90%**



## POPULOUS

**£34.99**

A superb strategy game, where you play a god over a race of people, battling against another god. Still one of the best god simulations. **90%**

## POWER STRIKE

**£24.99**

Scientists have created an intelligent mind controlling plant that is taking over the planet. Rid your world of these mutants. **90%**

## SONIC THE HEDGEHOG

**£29.99**

Bust the speed barrier. Blaze in a blur using the super sonic spin attack. Plummet down tunnels and spin through space. **90%**

## CHOPLIFTER

**£24.99**

Rescue prisoners of war from behind enemy lines. Don't lose more than 25 prisoners, or the game will end. **89%**

## PAPERBOY

**£29.99**

You must have super bike riding skills and a steady throwing arm to get you through a week of hilarious action. **89%**

## RAMBO III

**£29.99**

Great graphic and gameplay on this light phaser game. **89%**

## SPEEDBALL II

**£29.99**

An updated and improved version of Speedball. Better graphics, playability and more depth. Good sports sim. **89%**

## ULTIMA IV

**£39.99**

To rid Britannia of all evil, you are given the Ankh amulet, symbol of Life and Rebirth. **89%**

## OPERATION WOLF

**£29.99**

A coup d'etat has occurred in Cherigo. The new leader has thrown the former president in prison. Can you save him? **88%**

## SHANGHAI

**£29.99**

Does not look very impressive, but keeps you coming back regularly. Great relaxing game. **88%**

## SPY vs SPY

**£29.99**

Both spies appear on screen simultaneously as they battle against each other to find the secrets of the embassy. Two players. **88%**

## WONDERBOY IN MONSTER WORLD

**£29.99**

An arcade adventure, challenging and a great game. **88%**

## FANTASY ZONE

**£12.99**

Overly colourful, overly cute and overly addictive. Destroy the monsters and use their money to improve your ship. **87%**

## SHINOBI

**£29.99**

Battle against the Ring of Five, a terrorist network led by 5 evil Ninjas with powers as strong as your own. **87%**

## SPIDERMAN

**87%**

Spiderman's reputation and the lives of everyone in New York are in danger. **87%**

## WONDERBOY II

**£29.99**

Better than the first. Quite difficult. **87%**

## ALEX KIDD IN MIRACLE WORLD

**£24.99**

Make your way through the 11 locations of Miracle World via octopus-infested waters and lava-filled caverns. **86%**

## CHASE HQ

**£29.99**

To help eradicate crime, the Manhattan Police have established a special investigation team to arrest violent escaping criminals. **86%**

## FIRE AND FORGET II

**£29.99**

Terrorists are heading for the city to destroy a Peace Conference. Pilot 'Thunder Master II' and destroy the convoy. **86%**

## INDIANA JONES AND THE LAST CRUSADE

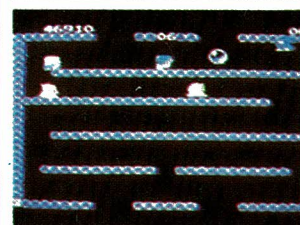
**£29.99**

Use your whip, fists and wits! The chase is on all the way to the greatest treasure in history, the Holy Grail! **86%**

## ACTION FIGHTER

**£12.99**

Evade the forces of evil with the latest piece of military hardware which can flip between a bike, roadster and jet. **85%**



## BUBBLE BOBBLE

**£29.99**

Meet Bub and Bob, our bantam-weight brontosaurus, who are bent on battling Bullie by blowing and bursting bubbles. **85%**

## GALAXY FORCE II

**£29.99**

Four levels of 3D shooting action. Great graphics and gameplay. Keep you occupied for weeks. **85%**

## GOLFAMANIA

**£32.99**

Now you can improve your handicap with Golfmania — the ultimate golfing game! **83%**

## KENSEIDEN

**£29.99**

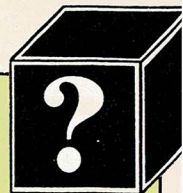
Defeat the five evil warlocks, gain the five secret scrolls and recover the sword of the Dragon King from the warlock's castle of Edo. **85%**

## RAMPAGE

**£29.99**

As a 50ft gorilla, lizard or wolf-man, stomp around and trash the place in a crazy rampage. **85%**





## HAND HELD COLOUR



16 bit

The Lynx II has a range of advanced features putting it at the forefront of handheld technology. A 3.5" high res backlit LCD colour screen coupled with a unique 4 channel sound system gives superb games enjoyment. Adjustable volume, brightness and contrast allows the user to set levels for maximum comfort. Powered by six AA batteries, AC adaptor or linked via cigarette lighter to car battery, the Lynx II is totally portable.

**£89.99**

The Lynx II with all the standard features plus the great new game cart — Batman Returns

**£99.99**

## ATARI LYNX TECH INFO

Processor:	4 Mhz
Memory:	
Video Ram:	
Powered by:	6 x AA batteries (not included). AC adaptor takes power from the mains with the AC adaptor. Car adaptor.
Screen size:	3.5 inches
Screen type:	Full colour high resolution back-lit LCD screen
Resolution:	160 x 102 pixels
Colour:	
Sound:	4 channel sound plus headphone port.
Input media:	Cartridges
Dimensions:	

## ATARI 520 STE

The highly successful pack features four great games: *Final Flight* — A superb street fighting game with great graphics. *9 Lives* — A cartoon quality platform romp that's great fun. *Robot Monsters* — Arcade conversion of shoot 'em up favourite. *Sim City* — Excellent educational game of strategy.

PLUS these great starter programs: *Neochrome* — Art package allowing users to create their own full colour pictures. *First BASIC* — Easy to use programming language. *ST Tour* — Tutorial disk to familiarise the user with Atari's unique desktop.

and now... we have added two special programs to make this pack even better value: *First Word* — Excellent easy to use word processing package for all your personal documents. *ANI ST* — Allows for easy animation of those Neochrome pictures.

**£249.99**



### TECHNICAL INFORMATION

Processor	68000	Communications	RS232 serial (VT52 emulation)
Clock Speed	8 Mhz		Parallel
Cache	—	Interfaces	ACSI
RAM (Standard)	512K		MIDI
Expandable to	4 Meg		Parallel
ROM	256K		RS232 serial
Software (TOS)	v1.62	Sound	Yamaha 2149F
Hard Drive	Optional		5 Channels
Floppy Drive	3.5" D/D		8-bit PCM
Palette	4096		Stereo
On Screen	16	External Genlock	Yes
TV Modulator	yes	Extras	Blitter
Resolutions	3	Keyboard	Built-in
High Res Max	640 x 400		
Medium Res Max	640 x 200		
Low Res Max	320 x 200		
Column text hi/lo	80/40		

\*Optional extra on Mega STE 1.

## ATARI 1040 STE

The most successful 1040 pack ever now includes: *PLAY & LEARN* — Full reading tutor featuring the Prof, a fun character to encourage learning. Three staged programs plus five reading books.

*JUNIOR SCHOOL* — Junior general knowledge, spelling and Maths are all features in this module, plus a program to write your own quizzes for any age.

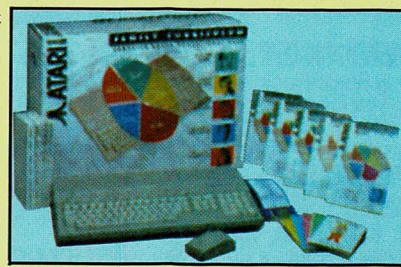
*GCSE REVISION* — Ideal for revising the core curricular lessons including Mathematics, French and Geography, these programs are useful for adults too!

and now the new FAMILY COMPUTING MODULE featuring: *HYPERPAINT* — Full colour paint package. *MUSIC MAKER II* — Music creation software.

*First BASIC* — Easy to use programming language. *FIRST WORD* — Excellent word processing software.

*ANI ST* — Animate your Hyperpaint images. PLUS two great games — 9 Lives and Prince.

**£299.99**



### TECHNICAL INFORMATION

Processor	68000	Communications	RS232 serial (VT52 emulation)
Clock Speed	8 Mhz		Parallel
Cache	—	Interfaces	ACSI
RAM (Standard)	1024K		MIDI
Expandable to	4 Meg		Parallel
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Software (TOS)	v1.62	Sound	Yamaha 2149F
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Floppy Drive	3.5" D/D		8-bit PCM
Palette	4096		Stereo
On Screen	16	External Genlock	Yes
TV Modulator	yes	Extras	Blitter
Resolutions	3	Keyboard	Built-in
High Res Max	640 x 400		
Medium Res Max	640 x 200		
Low Res Max	320 x 200		
Column text hi/lo	80/40		

\*Optional extra on Mega STE 1.

## 7800 VCS

The Atari 7800 VCS is the big brother to the 2600 and offers near arcade quality gameplay. At an RRP of only £69.99, it is at a price which is way below the competition. Titles available include both hot hits from computer formats, as well as from the arcades. In addition, the 7800 plays all of the 2600 VCS software too! The 7800 VCS offers an obvious upgrade path for existing 2600 VCS owners (there are over ONE MILLION in the UK alone), as well as an excellent first time buy for the arcade game enthusiast.

**£69.99**



### TECHNICAL INFORMATION

- 6507 (modified 6502) processor
- 192 x 160 pixel resolution
- Sleek, compact styling
- Uses plug-in cartridges (instant load and gameplay)
- CX40 joystick controller included
- Twin joystick ports built-in
- Connects directly to any domestic TV set

## 2600 VCS

The Atari 2600 VCS is one of the most popular TV Games console in the world, with over ONE MILLION units sold in the UK alone. Its new styling makes it an attractive addition to any home, while its low price and compact size make it an impulse purchase to fit any shopping basket. It runs all titles which are written for the 2600 VCS (but will not accept 7800 VCS titles). It provides an excellent starting point for the novice games player. ALL 2600 VCS CARTRIDGES ARE FULLY COMPATIBLE WITH THE ATARI 7800 VCS.

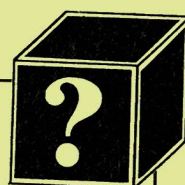
**£39.99**



### TECHNICAL INFORMATION

- 6502 Sally processor
- 320 x 242 pixel resolution
- 64 software sprites on screen at once
- 256 colours available
- 256 characters available
- 2 sound channels
- Two joypad controllers included
- Connects directly to any domestic TV set





## COMMODORE C64



The Commodore C64 is the world's best selling games computer. With cartridge software — you can just plug in, switch on and play. The 1541 disk drive is used as a storage device for fast data access. There is an unrivalled range of software available for the Commodore C64. It not only offers the arcade favourites, but also adventure games and business simulations to test your powers and lateral thinking. With graphics and sound synthesising, you can find new ways to use this computer in the home — from games to more serious applications such as basic word processing and spreadsheets. Now offered, bundled with the great new Terminator 2 game.

**£99.99**

## TECHNICAL INFO

Microprocessor:	8500, 1MHz clock. Compatible with 6510
Memory:	64K
ROM:	20K ROM standard
Display:	40 columns × 25 lines of text
Colours:	16 background, border and characters
Resolution:	320 × 200 pixels
Sprites:	8 independent sprites, each consists of 24 × 21 pixels and up to 4 colours, each independently expandable horizontally and vertically
Sound:	6581 Sound Interface Device includes 3 independent tone generator
Keyboard:	Full size typewriter style design
Ports:	User port, CBM serial port, ROM cartridge port, 2 joystick ports, video port and RF TV port
Features:	Built-in BASIC 2.0. Full screen editor
Power Requirements:	240V, 50Hz

## AMIGA 600



With its modern compact semi portable wedge shape design the 600 comes with the following standard features:  
Built in IMG RAM (expandable), Kickstart/Workbench 2.05, built in TV modulator, a standard smart card slot for ROM, RAM or game cards, Trapdoor expansion port, 2 × joystick/mouse ports (on side). Wild, Weird and Wicked Pack complete with 3 games and 1 utility.

**£349.99**

A600 Hard Drive Epic Pack with built in 20mb hard drive, 4 games and utilities.

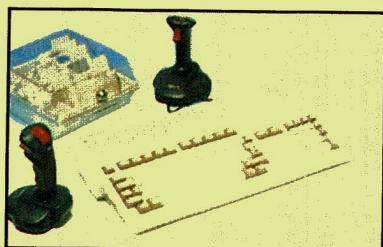
**£499.00**



## TECHNICAL INFORMATION

<b>ARCHITECTURE</b>	<ul style="list-style-type: none"> <li>Motorola 68000 CPU</li> <li>7.14MHz Clock Speed</li> <li>16-bit Data Bus</li> <li>Optional SCSI Port</li> <li>Battery Backed Clock</li> </ul>	<b>GRAPHICS</b>	<ul style="list-style-type: none"> <li>4096 Colour Palette</li> <li>640 × 512 Maximum Resolution</li> <li>Optional Display Enhancer</li> <li>Vertical and Horizontal Hardware Scrolling</li> </ul>
<b>MEMORY</b>	<ul style="list-style-type: none"> <li>1 meg RAM Standard expandable</li> </ul>	<b>DISK DRIVES</b>	<ul style="list-style-type: none"> <li>880K 3½" Internal Floppy Disk Drive</li> <li>Optional Internal/External Hard Disk</li> </ul>
<b>OPERATING SYSTEM</b>	<ul style="list-style-type: none"> <li>Kickstart/Workbench 2.05</li> <li>Optional IBM MS-DOS Emulation</li> <li>Optional Macintosh Emulation</li> <li>Optional BBC Model B Emulation</li> </ul>	<b>SOUND</b>	<ul style="list-style-type: none"> <li>8-bit PCM Stereo Sound</li> <li>Speech Synthesizer</li> <li>4 Voices</li> </ul>
<b>EXPANSION SLOTS</b>	<ul style="list-style-type: none"> <li>Expansion Bus ..... 1</li> <li>RAM Expansion Slot ..... 1</li> </ul>	<b>HARDWARE INTERFACES</b>	<ul style="list-style-type: none"> <li>Serial RS232 Port</li> <li>Parallel Centronics Port</li> <li>RGB Analogue/Digital Output</li> <li>2 Mouse/Joystick Ports</li> </ul>

## A1200



- 32-bit 68020 Full power
- Super Hi-Res graphics
- 2MB Chip memory
- PCMCIA Technology
- Alpha numerical keypad
- Two Python joysticks
- Free game
- 100 Capacity disk box

**£399.99**

## CDTV DRIVE

The CDTV drives for the Amiga 500 and 600 computers simply plugs onto the base computer and gives you the power to:

- USE THE SUCCESS RANGE OF CDTV SOFTWARE. A vast array of titles are available now. With the CD's ability to retrieve 540Mb of data (over 610 Amiga floppy disks), it is the ideal media for entertainment, music, education and more!
- PLAY NORMAL AUDIO CDs. The CD Player (8 × over sampling) outputs top sound quality.
- PLAY AND SEE CD + G (Compact Disk + Graphics) CDs show graphics on screen (on the track theme, or lyrics) as the track plays.

To use the A670 CD-ROM drive, your Amiga must have 1Mb of chip RAM. All A600s and A500 Plus models are fitted with 1Mb of Chip RAM as standard.

There are two versions of the CD-ROM drive: Amiga 500 and Amiga 600.

**£399.00**

## ACCESSORIES

**Trojan Phazer Lightgun** comes complete with two games — Skeet Shoot and Orbital Destroyer.

**£39.95**



**Cheetah Bug.** The Cheetah Bug sits snugly and neatly in the palm of your hand to ensure long term playability. Features microswitches and built-in autofire.

**£14.99**



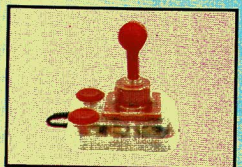
**The Speed King Pack** includes Speed King joystick BMS Simulator, Mig 29 Soviet Fighter, Pro Tennis Simulator & Treasure Island Dizzy games.

**£19.99**



**Com Pro Extra.** The Pro Extra features 6 microswitches, dual fire buttons, rapid fire capabilities and a unique slow motion action. It has a firm non-slip base and a robust steel shaft.

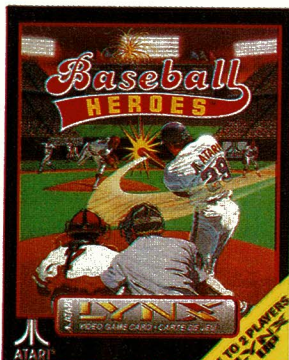
**£17.95**





## LYNX

3D BARRAGE	£29.99
'720° DEGREES	£29.99
A.P.B.	£29.99
Arrest criminals or get sacked!	
ALL SCAR BASKETBALL	£29.99
AWESOME GOLF	£29.99
Possible the best golf game ever.	
BAD BOY TENNIS	£29.99



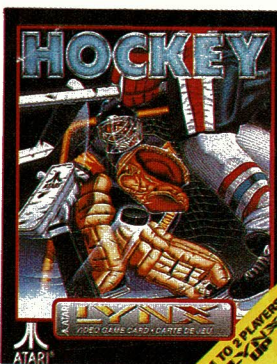
BASEBALL HEROES	£29.99
Wonderfully playable version of the other US obsession.	
BASKETBRAWL	£29.99
BATMAN RETURNS	£34.99
BATTLEZONE 2000	£29.99
BILL & TEDS EXC ADV	£29.99
BLOCKOUT	£29.99
3D puzzle game with great depth.	
BLOOD & GUTS HOCKEY	£29.99
BLUE LIGHTNING	£29.99
All action air battle, amongst the best!	
CABAL	£29.99
CALIFORNIA GAMES	£29.99
Surf, skateboard, BMX and Caddysack.	
CASINO	£32.99
CHEQUERED FLAG	£29.99
Brilliant racing game, link up 6!	
CHIPS CHALLENGE	£29.99
Devious puzzles and scheming strategy.	
CRYSTAL MINES 2	£29.99
DINOOLYMPICS	£29.99
Great original arcade romp, wonderfully funny challenge.	
DIRTY LARRY RENEGADE COP	£29.99
Streetwise cop caper with superb graphics and gameplay.	
DIRTY LARRY	£29.99



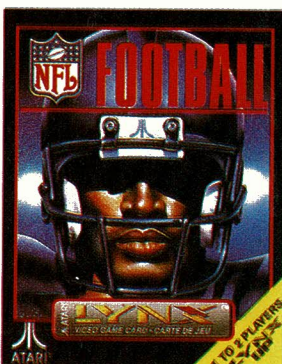
DRACULA THE UNDEAD	£34.99
Huge digitised arcade adventure in Transylvania.	
ELECTROCOP	£29.99
Futuristic 3D action.	
EURO TOURNAMENT SOCCER	£29.99
GATES OF ZENDOCON	£29.99
GAUNTLET THIRD ENCOUNTER	£34.99
EYE OF THE BEHOLDER	£34.99
Huge RPG with battery Ram to save your position.	
GATES OF ZENDECON	
Shoot 'em up supreme.	
GAUNTLET III	
Battle through the dungeons.	
GEO-DUEL	£29.99
GORDO	£29.99
GRID RUNNER	£29.99

## HARD DRIVEN £29.99

3D Polygon racer that Lynx was made for.



HOCKEY	£29.99
HYDRA	£29.99
HYPERDROME	£29.99
ISHIDO	£29.99
JIMMY CONNORS' TENNIS	£29.99
JOUST	£29.99
Knights in shining armour adventure.	
KLAX	£29.99
Wonderful arcade perfect puzzle game.	
KRAZY ACE MIN GOLF	34.95
KUNG FOOD	£29.99
LEMMINGS	£29.99
Wonderful version of the most original game for years.	
LYNX CASINO	£29.99
MALIBU BIKINI VOLLEYBALL	£29.99
MS. PACMAN	£29.99
The feminist heroine blob eats all.	



NFL FOOTBALL	£29.99
The archtypal hand held sim of American football.	
NFL SUPER-BOWL FOOTBALL	£29.99
NINJA GAIDEN	£29.99
Beat 'em up action at the Ninja academy.	
NINJA GAIDEN III	£34.99
The best gets better.	
NINJA NERD	£29.99
PACLAND	£29.99
PAPERBOY	£29.99
Great arcade version of top game.	
PINBALL JAM	£29.99
PIT FIGHTER	£34.99
Arcade perfect conversion of brilliant beat 'em up.	
POWER FACTOR	£29.99
QIX	£34.95
RAI-DEN	£29.99
Fast four way scroller.	
RAMPAGE	£29.99
Become a monster and smash up the city.	
RAMPART	£29.99
ROAD BLASTERS	£29.99
Grand prix in the year 3000!	
ROAD RIOT	£29.99
ROBO SQUASH	£29.99
Excellent futuristic sport game.	
ROBOTRON 2084	£29.99
ROLLING THUNDER	£29.99
All action spy drama.	

RYGAR	£29.99
Epic beat 'em up extravaganza.	
SCRAPYARD DOG	£29.99
Platform romp, excellent for the young.	
SHADOW OF THE BEAST	£29.99
SHANGHAI	£29.99
Ancient Chinese puzzle game.	
SLIME WORLD	£29.99
8 players can link this superb game.	
SPACE WAR	£29.99
STEEL TALONS	£29.99
STRIDER II	£29.99
S.T.U.N. RUNNER	£29.99
Futuristic racing through death tunnels.	
SUPER ASTEROID/MISSILE COMMAND	£29.99
Two arcade favourites on one cartridge.	
SUPERSQUEEK	£29.99
SWITCHBLADE	£29.99
SWITCHBLADE II	£29.99
Excellent platform favourite, brilliantly playable on Lynx.	

TOKI	£29.99
TURBO SUB	£29.99
Shoot 'em up game below the seas.	
TOURNAMENT CYBERBALL	£29.99
Robotic American Football.	
ULTIMATE CHESS CHALLENGE	£34.95
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Great arcade adventure in space.	
XYBOTS	£29.99
Excellent maze shoot 'em up.	
ZARLOR MERCENARY	£29.99
Great 3D shoot 'em up.	

## 'DRACULA' THE UNDEAD BITES INTO NO. 1 POSITION

Dracula The Undead is the latest chart topping game to join over 60 titles currently available on the Atari Lynx. This massively enjoyable adventure game, launched in December to coincide with the launch of Dracula The Movie, stalked its way to the top of the chart, keeping other Christmas new releases — Dirty Larry and Joust — a coffin's distance away from the number one position.

## LYNX TOP 30 CHART

Position	Last month	Title	Weeks on Chart
1	(-)	Dracula — The Undead	1
2	(1)	Switchblade II	10
3	(-)	Dirty Larry	1
4	(2)	Steel Talons	13
5	(4)	Shadow of the Beast	14
6	(7)	Kung Food	11
7	(7)	Rampart	24
8	(8)	Hockey	23
9	(10)	Crystal Mines II	37
10	(3)	Pinball Jam	21
11	(11)	Toki	37
12	(-)	Joust	1
13	(19)	Lynx Casino	21
14	(13)	Awesome Golf	50
15	(12)	Checkered Flag	56
16	(16)	Blue Lightning	90
17	(5)	Batman Returns	21
18	(23)	Warbirds	62
19	(28)	Shanghai	56
20	(6)	Basketbrawl	16
21	(21)	Bill & Ted's Excellent Adventure	50
22	(14)	Turbo Sub	52
23	(24)	Rygar	80
24	(17)	Xenophobe	86
25	(25)	Viking Child	51
26	(18)	Scrapyard Dog	52
27	(22)	Ninja Gaiden	60
28	(29)	Robotron 2084	38
29	(29)	Zarlor Mercenary	71
30	(15)	Hydra	24

Offering extremely varied and challenging gameplay, Dracula, Prince of The Undead looks set to continue his fatal lust of life and is ready to sink his teeth into all Lynx enthusiasts who try to defeat the arch vampire and venture into his lair. With graphics in atmospheric sepia tones, there are some stunning horror scenes. Only the brave should venture into the famous Castle Dracula, but remember, failure can mean only one thing!!

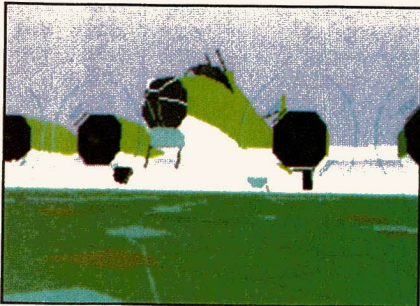


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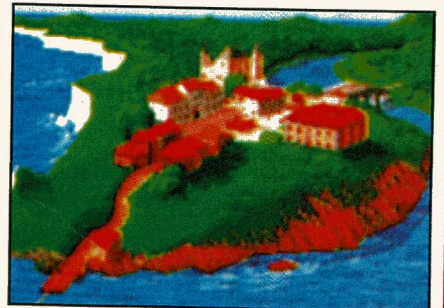
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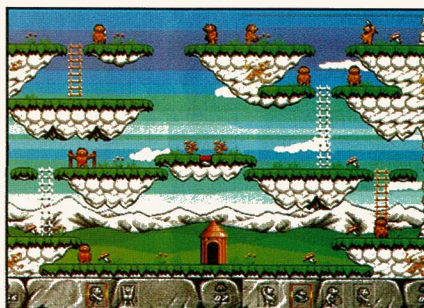
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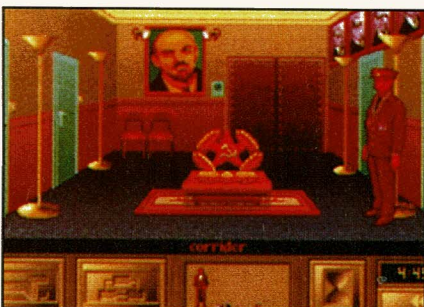
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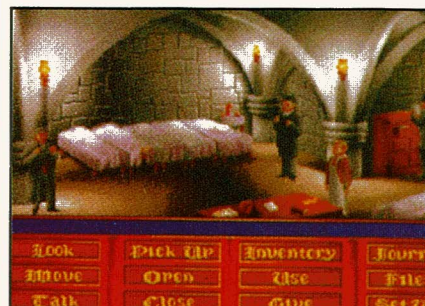


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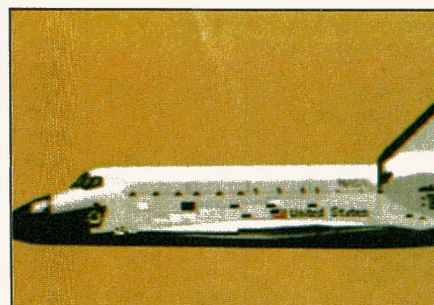
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## MEAN MAIL

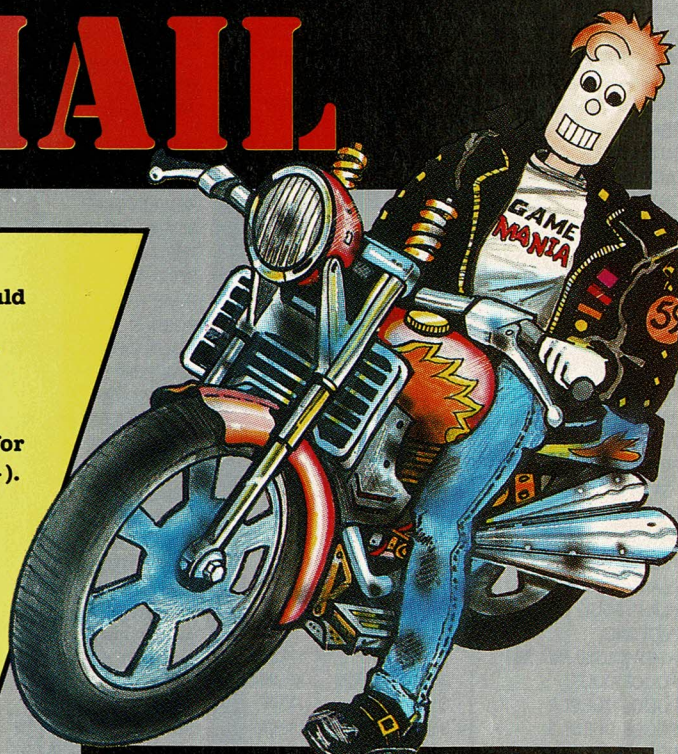
Dear D\_\_\_k h\_\_\_d, or shall I say Grouch,  
I have a few questions that I would be most grateful if you could answer them for me.

1. Has Streetfighter II come out on the Super Nintendo yet?
2. Could you send me every cheat for every game on the Amiga?
3. For my birthday you could give me a Game Gear, and for Christmas you will give me an Amstrad Mega PC (500+).
4. If you can't give me that, £2,000 cash will do.
5. Can you send me a signed photograph of you, so I can flick my darts at it please, I and most other mean mail readers will be most grateful.

Yours truly  
Maroj Bharif

### ANSWERS

1. Who did you get to write this for you — you obviously can't read!
2. Buy Game Mania cheapskate and check out the cheats.
3. } Yes . . . you are a cheapskate, aren't you?
4. }
5. If you send me your photo, the readers can see how ugly cheap is!



SEND YOUR LETTERS, IF

YOU DARE TO: MEAN MAIL

MANIA BOX 1650, B11 AA

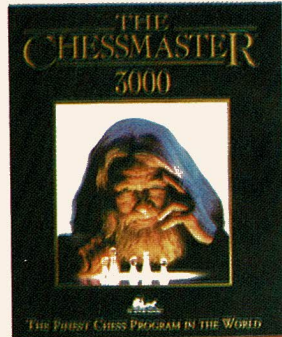


## CD ROM

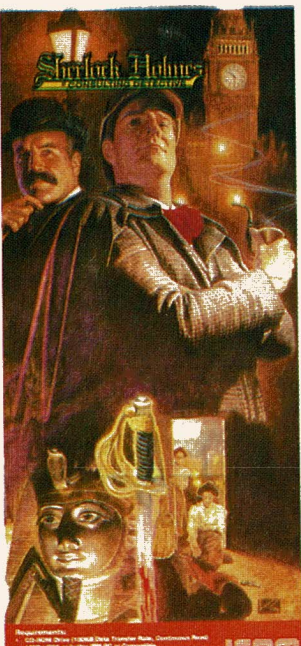
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## NEO GEO



The NEO GEO offers game players true state of the art when it comes to video games. The NEO GEO is the only console that can play game cartridges of up to 300 Megabytes. At the heart of the NEO GEO is a 68000 processor with a Zilog Z80 co-processor dedicated to sound. Its graphics are unparalleled with a choice of 4096 colours on screen from a pallet of 65536. The resolution possible on a NEO GEO console is unmatched by any other game

system in the world, the extra processing power also enables the use of hugely intricate detailed and coloured characters on the screen. The NEO GEO has a true stereo sound and there is a headphone socket and volume slider which can be used to run sound either through your Hi-Fi or headphones for personal listening. Standard Console Pack

Another exclusive feature to the NEO GEO is the optional memory card. This card allows you to save your current game place and then, by plugging in your card on a Multi Video System arcade machine, carry on playing from where you left off at home! Deluxe Console Pack including console, 2 controllers, memory card, PSU and 1 game

**£299.99**

**£380.00**

### NEO GEO TECH INFO

**Processor:**  
Motorola 68000 processor running at 12MHz, Zilog Z80 sound processor running at 4MHz, SNK custom LSI video display processor, 64 Kilobyte work RAM, 68 Kilobyte video RAM, 65536 colour palette

**Video output:**  
RF for ordinary television/ AV composite or red

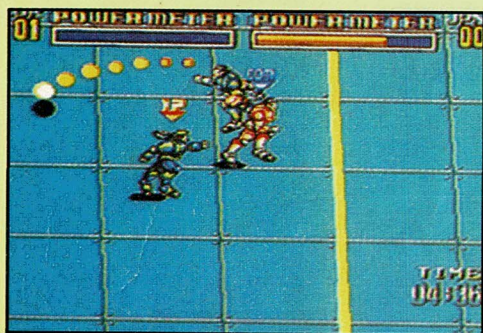
**Sound:**  
15 channel including PSG, PCM, and FM waveforms. Stereo headphone socket for stereo sound through Hi-Fi/TV. Two joystick ports. Game reset button

**Memory card port:**  
68 pin, 16-bit Jeda specification for optional lithium battery backed card

**Console size:**  
325mm x 236mm x 60mm

**Power input:**  
DC 9V/8W consumption

### SOCCER BRAWL



### Extra controller

**£49.99**

### Joystick

**£39.99**

### Joystick (Mah Jong)

**£24.99**

### AC adaptor

**£17.99**

### FATAL FURY



## NEO GEO GAMES

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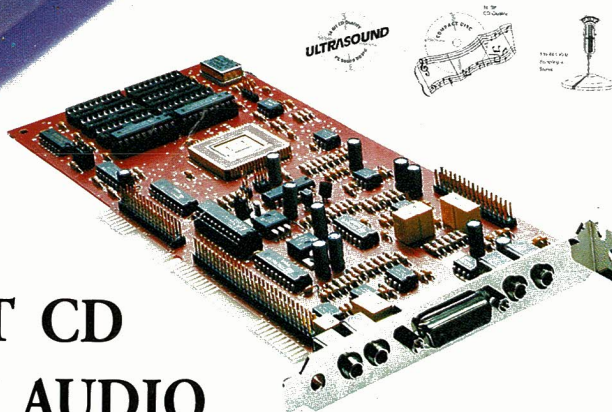
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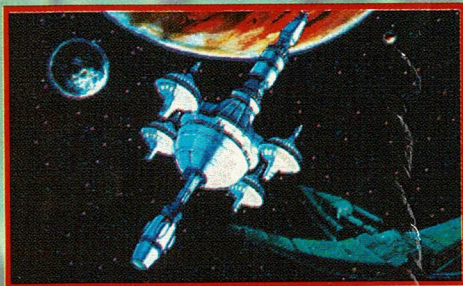
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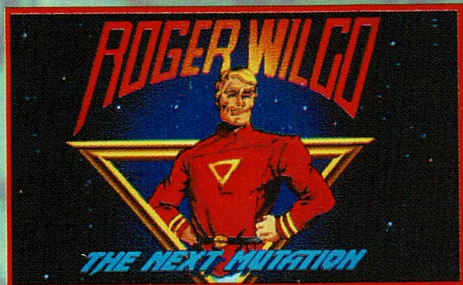


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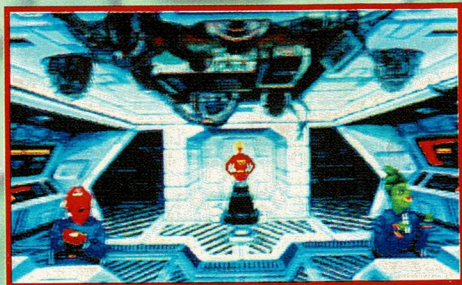
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